

etpub documentation

Updated for etpub 0.9.1

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New for 0.9.x

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shrubbot ! commands			
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server console commands			
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cvars

**[g\\_shrubbot](#) [filename]**

This should be set to the name of your shrubbot.cfg file if you want to enable shrubbot. See [shrubbot](#) documentation for more information about this file.

Example:

```
g_shrubbot "shrubbot.cfg"
```

This depends on punkbuster's guid, so don't turn this on unless you have punkbuster enabled on your server.

Default is "" (Disabled)

**[g\\_logAdmin](#) [filename]**

The name of the file that all shrubbot commands will be logged to. For example,

```
g_logAdmin "admin.log"
```

Default is "" (no log file)

**[g\\_hitsounds](#) [integer]**

This is a bitflag cvar that supports the following values

- 1
- enables hitsounds
- 2
- disables hitsounds when shooting wounded players.
- 4
- disable the headshot sounds when shooting wounded players in the head. default hitsound will be used in it's place unless the 2 flag is set.
- 8
- disable the "hold your fire" sound that would normally be played when shooting a teammate for the first time.
- 16
- disable hitsounds from poison damage.
- 32
- disable hitsounds from explosive weapons.

A client will hear a sound when they damage another player. The sounds it uses are ones that are included in the pak0.pk3 file so it does not require additional file downloads to use this mod.

A client can disable hitsounds by running

```
/setu cg_hitsounds 0
```

before connecting to the server, or toggle hitsounds on the fly with the /hitsounds command.

Starting with 0.1.1, the hitsounds used are configurable with the following cvars:

```
g_hitsound_default (Default is "sound/weapons/impact/flesh2.wav")
g_hitsound_helmet (Default is "sound/weapons/impact/metal4.wav")
g_hitsound_head (Default is "sound/weapons/impact/flesh4.wav")
g_hitsound_team_warn_axis (Default is "sound/chat/axis/26a.wav")
g_hitsound_team_warn_allies (Default is "sound/chat/axis/26a.wav")
g_hitsound_team_helmet (Default is "sound/weapons/impact/metal4.wav")
g_hitsound_team_head (Default is "sound/weapons/impact/flesh4.wav")
g_hitsound_team_default (Default is "sound/weapons/impact/flesh2.wav")
```

Note that these are server cvars. If you want to use hitsounds that are not included in the game you'll have to put them in a pk3 for all clients to download. Your custom hitsounds must be 22khz, 16 bit, mono WAV files in order for ET to be able to use them.

**[g\\_shoveSound](#) [string]**

The sound that a player emits when shoved. Set this to "" to disable it.

Default is "sound/weapons/grenade/gren\_throw.wav"

**[g\\_poisonSound](#) [string]**

The sound that a poisoned player emits every second. Set this to "" to disable it.

Default is "sound/player/gurp2.wav"

**[g\\_fightSound](#) [string]**

The sound that will play at the end of warmup or when the match is unpaused.

Example

```
set g_fightSound "sound/world/rooster.wav"
```

Set this to "" to disable it.

Default is ""

**[g\\_knifeKillSound](#) [string]**

If a client was killed with a knife, all players close to the killed player will hear this sound. Kills on teammates will be ignored and so this sound won't be played then

Example

```
set g_knifeKillSound "sound/osp/goat.wav"
```

Set this to "" to disable it.

Default is ""

**[g\\_firstBloodSound](#) [string]**

The sound that will be played when the first kill of the map is made

Example

```
set g_firstBloodSound "sound/misc/firstblood.wav"
```

Set this to "" to disable it.

Default is ""

**[g\\_playDead](#) [0|1]**

Allows players use the 'playdead' command and their character will act like it is dead until the playdead command is issued again (or they really die).

Default is 0

**[g\\_shove](#) [integer]**

Allows players to push other players with the "use" key. The integer adjusts the amount of force players shove with. 80 seems fair.

NOTE: starting with etpub 0.5.1, this number has been changed to (hopefully) be more compatible with the value used in shrubet. You will need to turn down this value greatly when upgrading from earlier versions of etpub.

Default is 0.

**[g\\_shoveNoZ](#) [0|1]**

Set this to 1 if you want to disable shove in the up/down direction (a.k.a "boosting").

Default is 0

**[g\\_dragCorpse](#) [0|1]**

Allows players do drag wounded players with the use key when moving backward slowly. Works best when crouching or prone.

Default is 0

**[g\\_classChange](#) [0|1]**

Allows players to take the class of a gibbed teammate temporarily similarly to how a covert steals a uniform. Class changing does not latch, so the original class the player had will be restored on respawn.

Default is 0

**[g\\_forceLimboHealth](#) [0|1]**

If set to 0 it takes about 3 shots to gib a wounded player, if set to 1 it takes about 5.

Default is 1

**[g\\_privateMessages](#) [0|1]**

If set to 1, players can send private messages to one another with the m command. Example:

```
/m tjw you totally suck!
```

Starting in 0.2.1 players can also type '/m tjw you totally suck' in the 'chat' dialog box and it will be recognized as a private message.

Starting in 0.5.1, clients can reject private message from other individual clients with the /ignore client command.

Default is 0

**[g\\_privateMessageSound](#) [string]**

If set a sound is played to every player that receives a private message

Default is "" (Disabled)

**[g\\_XPSave](#) [integer]**

If set to 1, XP and number of lives remaining will be saved if a player disconnects and reconnects later during the same campaign. As of 0.1.1, this is now a bitflag with the following values:

- 1
- store xp when a client disconnects
- 2
- don't reset xp to the pre-map start values on a map restart, shuffle, etc.
- 4
- never reset xp (ever).
- 8
- force the disconnection of clients with the same GUID as the connecting client. This is useful in saving the stored XP of players with unreliable network connections since they should still get their stored XP even if reconnecting immediately with a new IP address. This feature is enabled by default unless you have sv\_wwwDIDisconnected enabled. sv\_wwwDIDisconnected seems to interfere with this feature, so do not enable this flag if you change pk3's on your server often because stored XP will be lost over disconencted downloads.
- 16
- store the xp at restarts, nextmaps, mapvotes, campaignvotes and similar cases.

Storing XP on disconnect depends on the punkbuster guid, so don't turn this on unless you have punkbuster enabled on your server.

Default is 0

**[g\\_XPSaveFile](#) [string]**

Set this to the filename you want XPSave to store data in. This file will be relative to your fs\_game directory (like g\_shrubbot).

Default is "xpsave.cfg"

**[g\\_XPSaveMaxAge\\_xp](#) [integer]**

The number of seconds that must pass without a connection from this player before XPSave forgets his/her xp skills.

Starting with 0.8.1, you can use a modifier for this value. Here are some examples:

```
set g_XPSaveMaxAge_xp "1o" - 1 month
set g_XPSaveMaxAge_xp "2w" - 2 weeks
set g_XPSaveMaxAge_xp "5d" - 5 days
set g_XPSaveMaxAge_xp "36h" - 36 hours
set g_XPSaveMaxAge_xp "120m" - 120 minutes
```

NOTE: if [g\\_XPSaveMaxAge](#) is less than g\_XPSaveMaxAge\_xp, g\_XPSaveMaxAge will be used.

Default is 1d

**[g\\_XPSaveMaxAge](#) [integer]**

The number of seconds that must pass without a connection from this player before XPSave forgets his/her skills/killrating/playerrating/mute status.

Starting with 0.8.1, you can use a modifier for this value. Here are some examples:

```
set g_XPSaveMaxAge "1o" - 1 month
set g_XPSaveMaxAge "2w" - 2 weeks
set g_XPSaveMaxAge "5d" - 5 days
set g_XPSaveMaxAge "36h" - 36 hours
set g_XPSaveMaxAge "120m" - 120 minutes
```

See also [g\\_XPSaveMaxAge\\_xp](#)

Default is 1w

**[g\\_XPDecay](#) [integer]**

This is a bitmask that controls the XP decay feature. The following bitflags are supported:

- 1
- Enable XP Decay
- 2
- Do not decay a player's XP when they are disconnected from the server.
- 4
- Do not decay a player's XP for the class they are currently playing as (e.g. Medic).
- 8
- Do not decay a player's XP while they are spectating.
- 16
- Do not decay a player's XP during warmup/intermission.
- 32
- Do not decay a player's XP when he/she is playing. This means that they are on a Allies or Axis and the game is active.
- 64
- Do not decay a player's **Battle Sense** XP when he/she is playing.
- 128
- Do not decay a player's **Light Weapons** XP when he/she is playing.

See also [g\\_XPDecayRate](#).

This feature was created in response to the g\_XPSave 4 flag which allows XP to continue building forever.

Default is 0

**[g\\_XPDecayRate](#) [float]**

This is the rate (in skillpoints per second) that XP skill points for each skill will decay when [g\\_XPDecay](#) is enabled.

Setting this to 0.1 would result in a player losing 6 points per minute IN ALL SKILLS, so up to 42XP per minute if the player has skill points for each skill.

Starting with 0.8.1, you can use a modifier for this value. Here are some examples:

```
set g_xpDecayRate "5000/o" - Decay 5000xp per skill per month
set g_xpDecayRate "1000/w" - Decay 1000xp per skill per week
set g_xpDecayRate "500/d" - Decay 500xp per skill per day
set g_xpDecayRate "40/h" - Decay 40xp per skill per hour
```



set g_xpDecayRate "2/m" - Decay 2xp per skill per minute
Default is 0.0
<b>g_XPDecayFloor [float]</b>
This is the minimum that any particular skill can be reduced to by g_XPDecay.
For example, setting this to 140.0 will ensure that no player will ever lose rank or skill levels due to g_XPDecay.
Default is 0.0
<b>g_maxXP [integer]</b>
This is a vicious cvar that will reset a players XP once their overall XP score reaches it. It has been requested by those who run servers with XPsave that never resets.
Set this to -1 to disable it.
Default is -1 (disabled)
<b>g_maxXPResetWarn [integer]</b>
Displays a message warning players whose XP is close to being reset due to the g_maxXP setting. The warning is displayed every thirty seconds once the warning threshold is passed.
This setting can have an integer value (eg, 950), in which case it means that the player will be warned every thirty seconds once he has more than 950 XP.
This setting can also have percentage value (eg, "90%"), and that will cause the warnings to start when the player reaches 90% of g_maxXP XP.
If you specify a negative value, players will be warned when that offset is hit. For example:
For a value of -75, warnings will to display then players have g_maxXP - 75 XP
For a value of -2%, warnings will display when players have 98% of g_maxXP
Set this to 0 to disable it.
Default is 0
<b>g_damageXP [integer]</b>
Optionally enables the awarding of XP based upon the amount of damage a player has done to the opposing team.
Available options are:
0 disabled: use normal ET XP awarding methods
1 1 point of XP is awarded per g_damageXPLevel points of damage done. The XP is placed in the skill category of the weapon used. When this mode is enabled, kills (regardless of method) are awarded a fixed value of 1 point of XP.
2 1 point of XP is awarded per g_damageXPLevel points of damage done. The XP is placed in the Battle Sense category. Normal XP amounts are awarded for kills (typically 3-5 XP).
Default is 0
<b>g_damageXPLevel [integer]</b>
This setting determines the amount of damage that a player must do to earn 1 point of XP. See g_damageXP for additional information.
default is 50
<b>g_weapons [bitmask]</b>
This is meant to match the shrubmod g_weapons cvar, but so far the only implemented flags are:
1 Level 0 field ops doesn't get binoculars (unless he has >= level 1 Battle Sense)
2 syringes work underwater
4 pliers work underwater
8 Fully restore Field ops charge bar if airstrike is aborted
16 Half restore Field ops charge bar if airstrike is aborted
32 ammo packs restore helmets
64 drop binoculars if player has them (requires etpub_client >= 20050927 or /weapons/binocs.weapon in a pk3 file downloaded to the client)
128 soldiers with level 4 heavy weapons don't lose their pistols
256 garands can reload when clip is not empty
512 balance the clip size between the allies and axis rifles. allied rifles get same clip sizes and max ammo as the k43.
1024 creates a hitbox for mortar shells. This reduces (or eliminates in some cases) the ability to fire mortars through smaller windows and bunker slits.
2048 Knifes will always gib a body (not a player, use g_dmgKnife instead if you want that)
Default is 0
<b>g_mg42 [bitmask]</b>
This is a bitflag cvar that currently supports the following flags:
1 mg's can make headshots
2 mg's can reload when clip is not empty
Default is 0
<b>g_goomba [integer]</b>
If set to a positive integer, players can damage each other by landing on each other. The integer is multiplier that determines how much damage should be done to the player that was fallen on. Also the impact for the falling player will be broken so that they only recieve 20% of the damage they would have normally. It is also possible to do small amounts of damage (5HP) to other players by hopping up and down on them.
Falling damage can be either 500, 50, 25, 15, or 10 depending on the length of the fall. So if you set g_goomba to 5 and land on a player from a fall that would have damaged you 10HP, you will inflict 50HP of damage on the player you land on, and you will only recieve 2HP of damage.
See also <a href="#">g_goombaFlags</a>
Set this to 0 to disable it
Default is 0
<b>g_goombaFlags [integer]</b>
This is a bitflag cvar that controls the way g_goomba is handled. Currently the following flags are supported:
1 Cannot do goomba damage to teammates
2 Short falls (hopping) on another player does no damage.
4 Short falls (hopping) does no damage to teammates. (not necessary if 1 or 2 flag is set)
8 Falling player recieves no damage when landing on any other player. (default is to recieve 20% of the damage the fall would have given if not landing on a player).
16 Insta-gib goomba. All goomba damage will be 500HP regardless of fall distance. The exception is hopping on anther player which still does 5HP of damage.
Set this to 31 to have g_goomba work like shrubet.
Default is 0
<b>g_spawnInvul [integer]</b>
The number of seconds players will be invincible after they spawn.
Default is 3
<b>g_alliedSpawnInvul [integer]</b>
The number of seconds Allied players will be invincible after they spawn. This will override g_spawnInvul if not 0
Default is 0
<b>g_axisSpawnInvul [integer]</b>
The number of seconds Axis players will be invincible after they spawn. This will override g_spawnInvul if not 0
Default is 0
<b>g_spawnInvulFair [0 1]</b>
Removes the spawn protection when the player fires his first shot (note : the spawn protection will still be removed after the g_spawnInvul time)
Default is 1
<b>g_spinCorpse [0 1]</b>
Allow players to use +left and +right binds to spin their corpse when dead or playing dead.
Default is 0
<b>g_teamChangeKills [1 0]</b>
If set to 0, players are allowed one non-killing team change per respawn cycle. If a player changes teams, he will be instantly spawned in the other teams default spawn point. Players will die (but not lose a life) if they change teams a second time in one spawn cycle.
Default is 1
<b>g_ATB [0 1 2]</b>
<b>g_ATB_diff [integer]</b>
g_ATB controls the type of active team balancing you want to use. Active team balancing will automatically move one of the top three player(s) from the team more likely to win, to the team more likely to lose. There are currently two versions. One uses XP, the other playerrating. Set g_ATB to choose between them. Note that g_ATB only decides WHEN to move a player, and NOT which player to move. See <a href="#">g_ATB_rating</a> to see how ATB chooses which player to move.
0 No active team balancing.
1 Use team XP to balance the teams. Uses the following cvars: <b>g_ATB_minXP [integer]</b> <b>g_ATB_minPlayers [integer]</b> <b>g_ATB_axisHoldoff [integer]</b> <b>g_ATB_alliedHoldoff [integer]</b>
Active Team Balance watches the team XP during the match and will force one of the top 3 players from the dominant team to switch teams when his/her team hits it's respawn time if the following criteria is met:
1. One team has at least g_ATB_minXP (default 300) team XP. 2. There are at least g_ATB_minPlayers (default 5) players playing 3. The resulting team change will not give one team an advantage by number of players unless: 1. If 16 or more people are playing, the losing team may get up to a 1 player advantage. 2. If 26 or more people are playing, the losing team may get up to a 2 player advantage. 4. The winning team is ahead in team XP by a margin of g_ATB_fidd percent.
For example, setting  g_ATB_diff 50
a player would be moved if he/she was the top player on the team and his/her team had 750XP and the other team had 500XP.
You can also adjust the rate at which ATB moves players with the g_ATB_axisHoldoff (default 5) and g_ATB_alliedHoldoff (default 5) cvars. For example, if g_ATB_axisHoldoff is set to 5 and an axis player is moved to the allied team, ATB will take no other action until the axis spawn timer cycles 5 times.
NOTE: this calculation is based on <b>TeamXP</b> NOT the total XP of all the players on the team. TeamXP is the total score earned for the team by all players on the team during the map. When a player changes teams, the TeamXP they earned for their team does not move with them.
Default values:  g_ATB_diff: 70 g_ATB_minXP: 300 g_ATB_minPlayers: 5 g_ATB_axisHoldoff: 5 g_ATB_alliedHoldoff: 5
2 Use player rating to balance the teams. This will balance the teams by moving one of the the top 3 players when the probability of one team winning exceeds g_ATB_diff. g_ATB_diff is an integer and defaults to 70 meaning 70%. If the Axis team has more than a 70% chance of winning, ATB will move one of its players to the Allies, and this will often instantly lower the probability enough that another move will not be necessary. This version will not use any of the XP version's variables and it uses <a href="#">g_playerRating_minplayers</a> instead of g_ATB_minPlayers as the minimum number of players that must be playing before it will act. It will also not swap players between teams since unbalanced team numbers is fine with player rating. It will actually stack team numbers on purpose to even out the teams unless g_ATB_swap is set.
Note: Read <a href="#">g_teamForceBalance_playerrating</a> carefully also. You probably don't want to turn option 2 on until after running your server long enough to learn map and player stats.
NOTE: If you set g_ATB to 2, <a href="#">g_ATB_rating</a> must have a value of 4 and <a href="#">g_shuffle_rating</a> must have a value of 4 or 5 or ATB will be hyperactive and ineffective. For this reason, when g_ATB is 2, <a href="#">g_ATB_rating</a> is forced to have a value of 4, and if <a href="#">g_shuffle_rating</a> does not have a value of 4 or 5, it is forced to have a value of 5
<b>g_ATB_swap [1 0]</b>
If set to 1, one of 3 lowest scoring players on the losing team will be moved to the winning team when ATB acts (unless the losing team has less players).
Default is 1
<b>g_ATB_offtime [integer]</b>
Sets the time in minutes after the beginning of the map, that ATB should be disabled. Set to 0 to don't disable ATB after a certain amount of time
Default is 0
<b>g_ATB_rating [integer]</b>
Sets the rating system used by Active Team Balance. This is how ATB chooses which players to move, it is NOT how ATB decides WHEN to move them. That is g_ATB. The following options are supported:
1 Use player XP
2 Use the rate at which players have gained XP since connecting.
3 Use the killRating (g_killRating must be nonzero)
4 Use the playerRating (g_playerRating must be nonzero)
NOTE: When <a href="#">g_ATB</a> is set to 2, g_ATB_rating is forced to have a value of 4
Default is 3
<b>g_shuffle_rating [integer]</b>
Sets the rating system used by shuffle. The following options are supported:
1 Use player XP
2 Use the rate at which players have gained XP since connecting.
3 Use the killRating (g_killRating must be nonzero)
4 Use the playerRating (g_playerRating must be nonzero)
5 Use the playerRating (g_playerRating must be nonzero), but take the map into account and give the teams closest to 50/50
NOTE: When <a href="#">g_ATB</a> is set to 2, g_shuffle_rating must be set to 4 or 5, otherwise it is forced to have a value of 5
Default is 3
<b>g_maxTeamLandmines [integer]</b>
Sets the maximum number of landmines a team can have planted at any given time. This value should be 0 or greater.
Default is 10
<b>team_maxPanzers [integer]</b>
<b>team_maxMortars [integer]</b>
<b>team_maxFlamers [integer]</b>
<b>team_maxMG42s [integer]</b>
<b>team_maxGrenLaunchers [integer]</b>
Limits the number of the given weapon per team.
You can either set it to a whole number to set a hard limit, or, starting with etpub 0.8.1, you can set it to a percentage value using the % symbol to limit based on the number of players on the team. When using percentage values, any partial values are rounded up
You can also use a number such as "20%" for this setting, in which case partial values will be rounded down
Only use integer values like 1 or 2 and NOT 1.0 or 2.5. If you refuse to do this and use a . in your cvar, the client will not display the restriction in the right way and people might not be able to use heavy weapons while they actually are available!
Example:set team_maxFlamers "2" This will limit each team to 2 flamethrowers, regardless of how many players are on the team
Example:set team_maxFlamers "10%" This will limit each team to having only 10% of their players as flamethrowers, and a team with few players (for example, 5) will be able to have 1 flamethrower. They will be able to have their second flamethrower when they have 11 players on the team.
Example:set team_maxFlamers "10%-" This will limit each team to having only 10% of their players as flamethrowers, and a team will not be able to have any flamethrowers until there are 10 players in the team. They will be able to have their second flamethrower when there are 20 players on the team.
Set this to -1 to disable limits
Default is -1



**g\_mapConfigs [string]**

When a new map starts, load the map specific config file named [mapname].cfg in the folder [string]. For example if you set g\_mapConfigs to 'mapcfg', when the map fueldump starts, the server will try to exec 'mapcfg/fueldump.cfg'.

Set this to "" to disable it.

Set this to ".\" to look for the cfg file in the current directory (fs\_home\_path).

When in g\_gametype 6 mode (Map Voting) and g\_resetXPMapCount is set, an additional file named vote\_X.cfg is also exec'ed. X indicates the position of the next map in the campaign. For example, vote\_2.cfg will exec'ed such that when map 1 ends, any cvars in vote\_2.cfg will affect map voting for map 2.

Default is ""

**g\_packDistance [integer]**

Set the distance at which health packs and ammo packs are thrown. Set this to 0 to make it just like etmain. The settings should be similar to shrubet so set this to 2 for a subtle improvement.

Default is 0

**g\_dropHealth [integer]**

If set to a positive integer, medics will drop [integer] number of health packs when they are gibbed. If set to -1, medics will drop the number of health packs that they could have dropped at the moment of their death.

Set this to 0 to turn it off.

Default is 0

**g\_dropAmmo [integer]**

If set to a positive integer, fieldops will drop [integer] number of ammo packs when they are gibbed. If set to -1, fieldops will drop the number of ammo packs that they could have dropped at the moment of their death.

Set this to 0 to turn it off.

Default is 0

**g\_tossDistance [integer]**

Set the velocity at which health or ammo packs are tossed from the dead body when g\_dropHealth or g\_dropAmmo are activated. This changes the distance that these packs travel from the corpse.

Default is 0

**g\_logOptions [integer]**

This is meant to match the shrubmod g\_logOptions cvar, but so far the only implemented flags are:

- 1
- Use server-side obituaries displayed in chat instead of cpm. Will increase bandwidth usage. This will not have any effect unless g\_obituary is set to 3.
- 2
- Adrenaline countdown displayed
- 4
- Disable display of tap-out confirmation box
- 8
- Display connection attempts by banned players
- 16
- Display gib reports ("<victim> was gibbed by <attacker>")
- 32
- Omit "item" lines from log file
- 128
- GUID's are logged in the game log
- 256
- Log all private messages (/m commands). Starting with 0.5.1, this setting won't have any effect unless g\_tyranny is enabled.
- 512
- Logs the real time into logs, instead of the normal uptime of the server.
- 2048
- Print TK death message like a normal kill message, giving killing weapon, except it is preceeded by a red TEAMKILL: identifier. Only works if g\_obituary is set to 3.

Default is 0

**g\_censor [string]**

A comma delimited string of words that will be censored from chat.

Default is ""

**g\_censorNames [string]**

A comma delimited string of words that will be censored from player names.

Default is ""

**g\_censorPenalty [bitmask]**

This is a bitflag that currently supports the following flags:

- 1
- kill the player
- 2
- kick players with names containing words in g\_censorNames
- 4
- kill, but don't gib
- 8
- Auto-mute for g\_censorMuteTime [60] seconds.
- 16
- Lose the amount of xp specified in g\_censorXP
- 32
- Burn

Note: If you use both 1 and 4, it will gib (like shrub did).

Default is 0

**g\_censorNeil [1|0]**

Use Neil Toronto's censor filter. It'll catch some symbol and number replacements, and spaces now. It also adds some common words and common words with "swears" in them that should really be OK. For example, it will not censor "assassin" but it will censor "ass".

Default is 0

**g\_censorNeilNames [1|0]**

Use Neil Toronto's censor filter for player names. See g\_censorNeil description for details.

Default is 0

**g\_censorMuteTime [integer]**

The number of seconds to auto-mute as a censor penalty. Only works if bitflag 8 is added to g\_censorPenalty.

Default is 60

**g\_censorXP [integer]**

The amount of XP to lose as a censor penalty. Only works if bitflag 16 is added to g\_censorPenalty.

Default is 5

**g\_intermissionTime [integer]**

Set the length of time the end of game screens displays before loading the next map.

Default is 60

**g\_intermissionReadyPercent [integer]**

The percent of connected players who need to hit the "READY" button to move on to the next map without waiting g\_intermissionTime to run out.

Default is 100

**g\_skills [integer]**

This is a bitflag cvar that currently supports the following flags:

- 1
- players with level 4 battle sense can spot landmines for teammates.
- 2
- players with level 4 engineering can keep the flak jacket for other classes.
- 4
- players with level 4 first aid can keep adrenaline for other classes.

Default is 0

**g\_hitboxes [integer]**

This is a bitflag cvar that currently supports the following flags:

- 1
- lower the standing player's body hitbox to the shoulders.
- 2
- lower the crouching player's body hitbox to the shoulders.
- 4
- lower the wounded player's body hitbox to a reasonable height
- 8
- lower the prone player's body hitbox to a reasonable height
- 16
- lower the playdead player's body hitbox to a reasonable height

The default is 31 which means use all of the improved hitboxes. Set it to 0 to use the unmodified hitboxes from etmain.

See <http://et.tjw.org/etpub/hitboxes/> for comparision screen shots.

**g\_misc [integer]**

This is a bitflag cvar that currently supports the following flags:

- 1
- Enable double jump.
- 2
- Enable binoc master competition. Requires g\_weapons.64 to be set. (etpubclient >= 20050927 required)
- 4
- When a player is killed he'll see the HP the killer has left (as a centerprint)
- 8
- Disable self damage
- 16
- Players can not jump if stamina is too low. (etpubclient > 20050927 required)
- 32
- Players cannot put their heads into other solids when prone/playdead. This is the behaviour of etpub 0.5.x. (etpubclient required). If using etpubclient before 20050927, this must be enabled.
- 64
- Disable Falling Damage.
- 128
- Announce revives.
- 256
- Considers heads, bodies, and leg boxes in collision detections.
- 512
- Stock Et prone box height.
- 1024
- Old crouch box height (= crouch viewheight).

**Important note:** in etpub 0.8.1 the flags 256, 512 and 1024 were added, because some server admins had problems with the collision boxes. Enabling 256 and 1024 might bring back some old prone bugs, so use them at own risk. See [this topic](#) for more information.

Default is 256

**g\_skipCorrection [1|0]**

Set this to 1 to enable Neil Toronto's unlagged2 skip correction. This will smooth out the movement of players with high packet loss (to a degree). This is similar to etpro's antiwarp, but has some differences. Neil likes this version better, bani likes his better.

This replaces g\_smoothClients from etmain.

You can find a demo that shows g\_skipCorrection in action at: <http://et.tjw.org/etpub/skipCorrection/>

Defaults to 1 (on)

**g\_maxWarp [integer]**

This allows you to control the amount of "warping" that players with high packet loss can do. The [integer] is the number of server frames that you allow a player to miss before their next movement is put in check.

A server frame is 50ms on a typical server (sv\_fps set to 20). This means that if you set g\_maxWarp to 5 you won't allow players to warp from point A to point B if that distance takes an normal player 1/4 of a second to travel. Setting this to 1 is a good way to drive off just about everyone from your server.

As far as I can tell, 1000ms is allowed by default in the game, so setting this to any value higher than 39 should have no effect if sv\_fps is set to 10.

You can find a demo that shows g\_maxWarp in action at: <http://et.tjw.org/etpub/skipCorrection/>

Defaults to 4

**g\_teamDamageRestriction [integer]**

When greater than 0, anybody that has this percentage of hits inflicted on a teammate will automatically be kicked. A minimum of g\_minhits hits total required before this is calculated. Client can see current stats for themselves by doing a /damage in console. Implemented to mimic shrub behavior as much as is possible, there are other ways to implement this feature, which may be implemented in addition to current manner.

Default is 0

**g\_minHits [integer]**

Minimum number of damaging hits required before calculating if player has reached g\_teamDamageRestriction threshold. Flamethrower and landmine hits are adjusted similar to shrub. Medics get -2 hits for every revive.

Default is 6

**g\_autoTempBan [bitmask]**

When set, anyone kicked for the reasons you specify, will be temporarily banned for g\_autoTempBanTime seconds

- 1
- Tempban when reaching g\_teamDamageRestriction
- 2
- Tempban when someone is kicked by a shrubbot admin (using the !kick command). A normal shrubbot !kick kicks for 120 seconds
- 4
- Tempban when someone is kicked by the advanced warning system. A normal kick by the warning system lasts 120 seconds

Default is 0

**g\_autoTempBanTime [integer]**

The number of seconds kicked for when g\_autoTempBan is set

Default is 1800

**g\_voting [integer]**

This is a bitflag cvar that supports the following flags:

- 1
- votes will pass on the number of votes cast rather than total eligible voters.
- 2
- votes that pass do not count against the vote\_limit for the caller.
- 4
- " (called by NAME)" is appended to the vote description where NAME is the name of the player that called the vote.
- 8
- Show the number of YES and NO votes after a votes has passed or failed. This also shows if a vote is canceled or passed by an admin.

Default is 0

**g\_moverScale [float]**

Multiply the speed of movers (e.g. tanks) by float.

Defaults to 1.0

**g\_poison [integer]**

Gives medics the ability to poison enemies by sticking with their medic syringe. Enemies will be damaged at g\_poison/second when g\_poison is set to a value more than 0. Setting to 0 will disable poison needles.

Default is 0

**g\_poisonFlags [integer]**

This bitflag cvar controls the effects of g\_poison. The following flags are supported:

- 1
- Poisoned player's screen shakes.
- 2
- Other players see the poisoned player's head shaking.
- 4
- Poisoned player appears to bend over (hurl) every 2 seconds. (poisoned player does not see this happen.)
- 8
- Poisoned player cannot use +attack. NOTE: because of client side prediction, the client may see the gun firing occasionally if they hold down +attack, but no shots are fired.
- 16
- Poisoned player is disoriented (view turned upside down).

Default is 7

**g\_slashKill [bitmask]**

Bitmask that controls the behavior of the /kill command.

- 1
- Player spawns with half charge bar after /kill



2 Player spawns with 0 charge bar after /kill

4 Restores the charge bar to the same state it was in at the moment the player issued /kill (regardless of how long they were in limbo)

16 Disable /kill when player is poisoned

See also [g\\_fear](#) and [g\\_maxSelfkills](#)

Default is 0

**g\_maxSelfkills [integer]**

Amount of times a player can use /kill per map.

Setting this to -1 will result in normal behaviour (infinite selfkills).

Setting this to 0 will disable /kill.

Default is -1

**g\_ammoCabinetTime [integer]**

The time between ammo cabinet regenerations in milliseconds.

Default is 60000.

**g\_healthCabinetTime [integer]**

The time between health cabinet regenerations in milliseconds.

Default is 10000.

**g\_spectator [integer]**

This is a bitmask that controls spectator behaviour. It supports the following flags:

1 When in freelook mode, you can 'fire' at a player to follow. If you miss a player, nothing happens.

2 When in freelook mode with the 1 flag set, if you shoot and miss you start following the next available player.

4 When the player you're following goes into limbo, don't move to the next available player.

8 When the player you're following goes into limbo, go to freelook instead of following the next available player. (4 has precedence)

Default is 0 (no changes from etmain).

**g\_medics [bitmask]**

Bitmask to control various aspects of the medic, to nerf or otherwise change their behavior. Currently supported flags include:

1 Medics can't pick up their own health packs to cure themselves of poison needle effects

2 Medics can't pick up their own health packs at all

4 A level 4 medic will always be revived to full health (no matter what the level of the reviving medic is)

16 Medics do not spawn with akimbo pistols, regardless of their light weapons skill

32 Medics spawn with pistol only, and can't pick up SMG of either team However, any class can steal a medics uni, if g\_classChange is set to 1, and receive the medic benefits while retaining their current weapons, including akimbos and SMG

64 Medics can use syringes to heal living teammates as an alternative to the tk/revive cycle.

128 Level 4 medics can inject other players with their adrenaline. This can be done when holding the revive needle by pressing the alt-fire button on the etpub client, or with the /adrenother client command. (Requires etpub client >= 20060606 for alt-fire button functionality).

256 Level 4 medics cannot adrenaline self. If this flag is on, Medics will not receive adrenaline upon reaching level 4. (This won't affect flag 128)

Default is 0

**g\_medicHealthRegen [integer]**

The rate at which medics regenerate health (in HP per second). This rate is divided into two parts: The first is from 1 to 110-125 HP (depending on the number of medics per team), and then above that. The system default is 3/2 (3 HP per second, then 2 HP per second).

Possible values are:

0 3/2

1 2/2

2 2/1

3 2/0

4 1/1

5 1/0

6 0/0 (no health regeneration)

7 0/1

8 0/2

Default is 0

**g\_coverts [bitmask]**

Bitmask to control various aspects of the Covert Op class. Currently supported flags include:

1 Level 4 Coverts have more accurate scoped weapons.

2 Disguised coverts can only be identified with the "crosshair name" by level 4 Field Ops. (requires etpub\_client >= 20051016)

4 After detonating a satchel charge, the primary weapon will be selected instead of satchel again. (requires etpub\_client >= 20051016)

8 Coverts in disguise take half the normal combat damage.

16 Coverts in disguise take no splash damage.

32 Coverts do not automatically lose their uniform if an enemy sees them firing a weapon.

64 Coverts do not automatically lose their uniform if they fire a non-silent weapon.

128 Coverts do not automatically lose their uniforms if they attach to an emplaced MG weapon. Note that this flag has nothing to do with firing. (etpub\_client 20051030 required for proper client side prediction).

256 Coverts are awarded xp for constructive use of smoke.

512 Coverts will lose their uniform if an enemy sees him using ANY weapon (otherwise knife/satchel/smoke/binoc will never lose uni).

1024 A disguised covert can still steal enemy uniforms

Default is 0

**g\_truePing [0|1]**

Allows players to see the true amount of time it takes until their actions are processed on the server. Pings will show around 50 ms higher than normal, but it's more accurate. Shows in the scoreboard.

Default is 0

**g\_dropObj [integer]**

Sets the number of times a player can drop/toss the objective (e.g. parts on radar) per life.

The parts are dropped by pressing the +activate key (usually bound to F) when there's nothing else around to be activated.

Before enabling this recall how spammy the voiceovers can be. Then picture a player tossing the parts to himself over and over again. For this reason you probably don't want to set this very high.

Starting in 0.4.4 players must switch to knife in order to drop the objective. If they are not holding knife and hit +activate they will see a message that notifies them that they must switch to knife. This change was made to prevent accidental dropping of the objective when trying to push, drag, pick up, or activate something else.

Default is 0.

**g\_doubleJumpHeight [float]**

Adjusts the height of the second jump in a double jump. This value is a multiplier to the default jump velocity. The greater g\_doubleJumpHeight is, the greater the height of the second jump. This setting has no effect if double jump is disabled in g\_misc.

The default value of 1.4 matches shrub's double jump.

**skill\_soldier [string]**  
**skill\_medic [string]**  
**skill\_engineer [string]**  
**skill\_fieldops [string]**  
**skill\_cvertops [string]**  
**skill\_battlesense [string]**  
**skill\_lightweapons [string]**

These variables allow customization of the experience points necessary to go up in ranks. These settings consist of four space-separated integers indicating the number of XP required to go up a rank. A string such as "3 10 10 10" indicates that 3 points are required to go up the first rank, and the next three ranks are granted when the players has 10 points. If, for example, you want to grant akimbo pistols upon the first kill, you would set skill\_lightweapons to "3 3 3 3". The default for each of these variables is "20 50 90 140". You can also grant levels upon connection byt using a value like "0 0 20 100". This would mean that the first two ranks would be granted upon connection, and the third and fourth ranks would be granted at 20 and 100 points, respectively.

**g\_serverInfo [bitmask]**

Use this cvar to change the behaviour of the 'serverinfo' string. This string is printed in response to the 'getstatus' primitive command used by game browsers. This is a bitflag cvar that currently accepts the following flags:

1 Display player team information using the 'P' cvar in the server info string. (etpro and etmain 2.60 behaviour)

2 Display player team information using the 'Players\_Axis' and 'Players\_Allies' cvars in the server info string. (etmain < 2.60 behaviour)

4 Display the 'campaign\_maps' cvar in the server info string. This contains a comma delimited list off all the maps in the current campaign. Only works if you have g\_gametype set to 4.

8 Displays the 'C' CVAR in the server info string. This is a string containing the current map number in the campaign, and total maps in current campaign, in the form of "xx,yy". Only works if you have g\_gametype set to 4.

16 Starting with 0.5.1, the class charge times will not be present in the server info string unless this flag is set. They were removed by default in order to make room in the serverInfo string for more useful information. These cvars are g\_medicChargeTime, g\_engineerChargeTime, g\_LTChargeTime, g\_govertopChargeTime, g\_soldierChargeTime.

32 Send KR (KillRating) instead of XP in SERVERINFO string. This is overridden by flag 64.

64 Send PR (PlayerRating) instead of XP/KR in SERVERINFO string. Overrides flag 32.

NOTE: **this cvar MUST be set prior to loading the first map.** You will not be able to change this cvar once the game code is loaded.

NOTE: the serverInfo string has a fixed length of 1024 characters. This space is shared with any cvar you create on your server with the 'sets' command. If you use up too much space with 'sets', your server will fail to start. It will print the message "Info string length exceeded" if you don't have enough space left in your serverinfo string to handle the g\_serverInfo flags you've selected. To fix this, either remove some sets cvars from your config, or use different g\_serverInfo flags.

Default is 1.

**g\_killRating [bitmask]**

When not set to 0 etpub will track a player's killing ability using an [ELO type statistic](#) similar to chess. Each kill will increase a player's kill rating based on how hard the kill was. Killing unskilled players will result in very few points whereas an unskilled player killing a skilled player will result in more points. Kill rating also takes into account the weapon used (less for arty, more for knife).

Here are the bitflag options:

1 Use kill rating. A dummy flag since any non-zero value for g\_killRating will enable it.

2 Make kill rating visible. Players can use /killrating and at the end of each map a message will display the top killers for the map and overall.

4 Log files will include the GUIDs of the players involved in kills. This makes kill tracking a lot easier.

NOTE: in 0.5.x there was a 4 flag that allowed killRating to be used for shuffle. This has been deprecated. This is now controlled through the [g\\_shuffle\\_rating](#) cvar.

See also [g\\_ATB\\_rating](#).

See also [g\\_shuffle\\_rating](#).

Default is 3.

**g\_playerRating [bitmask]**

When not set to 0 etpub will track a player's ability to win against good teams using an [ELO type statistic](#) similar to chess. Each win will increase a player's rating based on how hard the opposing team was. Skilled teams defeating less skilled teams will result in very few points whereas an relatively low-rated team defeating a good team will result in more points. Player rating also takes into account the number of players on each team (less points when a very large defeats a small one) and which side tends to win more often on the current map (e.g. Allies tend to win tc\_base).

Here are the bitflag options:

1 Use player rating. A dummy flag since any non-zero value for g\_playerRating will enable it.

2 Make player rating visible. Players can use /playerrating and at the end of each map a message will display the top player.

4 Put player rating on the scoreboard instead of the XP. This setting will likely go away when a new version of the etpub client has this built-in

8 Print out extra info at the end of a round that can be used to further refine the playerrating model.

16 The same as flag 8 except a lot more info is output

32 Track player rating changes on a per-skill basis

See also [g\\_ATB\\_rating](#).

See also [g\\_shuffle\\_rating](#).

See also [g\\_teamForceBalance\\_playerrating](#).

Default is 3.

**g\_playerRating\_mapPad [integer]**

On an etpub installation with little statistics history, !howfair will not print out very accurate data. g\_playerRating\_mapPad is a cvar that attempts to stabilize early !howfair results by adding a number of fake wins to each team. If you set it to 50, it starts with Axis = 50, Allies = 50 wins. This yields a map rating of 50% for both teams on that map. For every 2 real games played, 1 map pad value is ignored. So after 100 games, map pad is ignored (replaced with real games).

The higher map pad, the longer the values will stay near 50-50.

Default is 50

**g\_playerRating\_minplayers [integer]**

The minimum number of players that must participate in a map in order for it to count towards each player's player rating.

Default is 8 (e.g. 4v4)

**g\_teamForceBalance\_playerrating [0..100]**

Set to 0 to disable. *If this setting is enabled, it overrides g\_teamForceBalance.* If g\_teamForceBalance\_playerrating is non-zero, etpub will not allow players to join a team whose chances of winning are already above g\_teamForceBalance\_playerrating. The winning chance is calculated using 3 things: the average player rating of the team, the number of players on each team, and how often each team wins the current map (e.g. Allies usually win tc\_base). If the team being joined rates too highly, a message will tell the player to join the other team.

Important Notes:  
First of all, g\_teamForceBalance\_playerrating WILL allow unbalanced numbers to offset map or team difficulty. If the Axis has VERY good players, it will allow the Allies to have a few more players than Axis, given a map that is equally difficult for both sides to win. Also, given teams equal in skill, g\_teamForceBalance\_playerrating will force Allies to have a large team if the map is almost always won by Axis.

Because g\_teamForceBalance\_playerrating uses info tracked over time, it may be best to run through your cycle or campaign a few times without it before turning it on, so that it can learn how good the players are, and how hard the maps are.

If you want an idea why it's working a certain way, use the !listteams command server console (or game). This will show you how many points each team is predicted to win. If a team is going to win less than 4 points, it's too good. The other information shows you the breakdown of how the points are calculated.

Ratings	Win Prob	Win Points
Allies	0.65	5
Axis	0.35	10

The above says that Axis has a 35% chance of winning based on the players and map. It takes into account the number of players per team also. The points are calculated as 16\*(1 - win prob). So there you have it.

Remember, g\_teamForceBalance\_playerrating is contantly adapting, so if it seems dumb at first, give it some time to adapt to your server. Maybe don't turn it on for the first week.

See also [!listteams](#).

See also [g\\_ATB](#).

Recommended Setting when used: 60

Default is 0.

**g\_stats [integer]**

This is a bitflag cvar used to control the way statistics are handled. The following flags are supported:

1 When shooting a corpse to gib, do not count it as a hit.



2	When shooting a corpse to gib, do not count it as a shot.
	Set this to 3 to use the behaviour of etmain and shrubet.
	Default is 0
<b>g_tyranny [0 1]</b>	
	This cvar controls the use of administrator commands that could be used by admins to cheat or abuse players. If it is set to 0 you will not be able to use commands on your server such as !gib, !slap, !burn, etc.
	Also, you will not be able to use g_logOptions flag 256 (log private messages) unless g_tyranny is enabled.
	g_tyranny must also be enabled in order to specify a client in using the 'playsound' server command.
	'g_tyranny' and its value appear in the serverInfo string to serve as a warning for perspective players.
	<b>NOTE:</b> If you enable this, you <b>MUST</b> do so immediately when the server starts (before the first map is loaded). This means putting
	set g_tyranny 1
	in the .cfg file that is exec'ed on server start. If you try to change this on a running server, you will get the message
	g_tyranny is read only.
	Default is 0
<b>g_mapScriptDirectory [string]</b>	
	Similar to ETPro's b_mapscriptsdirectory. Set it to the name of a directory in your fs_path that contains custom map scripts.
	For example you can copy the 'etpromapscripts' directory from the ETPro distribution to your 'etpub' directory and add:
	set g_mapScriptDirectory "etpromapscripts"
	to your cfg.
	<b>NOTE:</b> It is strongly recommended that you use the map scripts distributed with etpub since these updated scripts fix very important bugs in some of the original map scripts.
	Setting g_mapScriptDirectory to "" disables any use of map .script files.
	Default is ""
<b>g_campaignFile [string]</b>	
	Similar to ETPro's b_campaignFile. If you set this to the name of a file in your fs_path it will be interpreted as a .campaign script and all other .campaign scripts in your pk3 files will be ignored.
	This is useful for making custom campaigns since you don't need to offer a pk3 file containing a custom .campaign script for all clients to download. However, if the client has not downloaded this .campaign file in a pk3, they will not see information about the campaign. Such information includes:
	<ul style="list-style-type: none"> <li>will not display in the VOTE -&gt; MAP list</li> <li>map locations will not draw on the map of Europe.</li> <li>campaign description will not draw in the right panel</li> <li>total number of maps and current maps order in the campaign will not be shown in the intermission screens.</li> </ul>
	Also, even though the built-in campaigns cmpgn_centraleurope and cmpgn_northafrica will not be valid, they will still appear in the client's VOTE -> MAP menu. If a vote for one of them passes, nothing will happen.
	Setting this to "" disables it.
	Default is ""
<b>vote_allow_surrender [1 0]</b> <b>vote_allow_nextcampaign [1 0]</b> <b>vote_allow_restartcampaign [1 0]</b> <b>vote_allow_poll [1 0]</b> <b>vote_allow_maprestart [1 0]</b> <b>vote_allow_shufflestorestart [1 0]</b> <b>vote_allow_putspec [1 0]</b> (allow players to vote other player into spec)	
	Cvars that restrict the rights of players to use the respective /callvote command.
	Default is 1 (allowed)
<b>g_fear [integer]</b>	
	If a player uses the /kill command within g_fear milliseconds after taking damage from an enemy, the attacker that last damaged that player will receive full credit for the kill and the mode of death will be recorded as MOD_FEAR. Other restrictions are that the attacker must be on the opposite team and the attacker must still be alive.
	As of 0.7.2, g_fear applies also to players that try to switch teams within g_fear milliseconds. The player will remain in the same team and the usual g_fear behavior applies.
	In-game statistics will reflect that the death was caused by the weapon that did the last recorded damage to the player.
	Set this to 0 to disable this behaviour.
	Default is 2000 (2 seconds)
<b>g_obituary [integer]</b>	
	This cvar controls how player Obituaries are handled. Obituaries are the messages normally printed in the cpm space with a skull next to them to notify all players of another player's death.
	Available options are:
	0 Obituaries are disabled.
	1 All Obituaries will ALWAYS be handled by the client with the EV_OBITUARY event. Since the etmain client does not know about some etpub MODs (e.g. MOD_GOOMBA) the default message will be printed for those deaths.
	2 Only those Obituaries that the etmain client knows how to handle will be handled by the client. If someone is killed by a MOD that the etmain client doesn't know about, the Obituary is generated by the server.
	3 All Obituaries are handled by the server and the EV_OBITUARY event is never sent to the client. This results in "Instant Obituaries". This comes at the cost of increased network bandwidth and absence of the skull icon in the obituaries. (when using this option, you can use <a href="#">Custom Obituaries</a> starting with 0.6.1)
	See also <a href="#">g_logOptions</a> .
	Default is 2
<b>g_minAirstrikeTime [integer]</b>	
	The time (in seconds) that must elapse between airstrikes PER TEAM.
	Default is 10
<b>g_minArtyTime [integer]</b>	
	The time (in seconds) that must elapse between artillery strikes PER TEAM. Attempts to do airstrike before the timeout will get "Insuffient fire support" message.
	Default is 10
<b>g_throwableKnives [integer]</b>	
	Number of knives player starts with. Set to zero to disable. Player throws a knife with the /throwknife command. Use the /knives command to see how many knives you have left.
	Requires etpub_client >= 20050927 or /weapons/knife.weap in a pk3 file downloaded to the client
	Default is 0
<b>g_maxKnives [integer]</b>	
	Maximum number of knives a player can pick up
	Default is 5
<b>g_knifeDamage [integer]</b>	
	Maximum amount of damage a thrown knife will cause to enemy. Actual amount of damage is random.
	Default is 35
<b>g_throwKnifeWait [integer]</b>	
	How many seconds a player must wait between knife throws.
	As of 0.7.2, the minimum value for this setting is 0.2 seconds. This is to prevent an exploit where players can bind the mousewheel to /throwknife so they can throw many knives within a very short time.
	Default is 2
<b>g_constructibleXPSharing [1 0]</b>	
	When multiple engineers help build a constructible, each gets his share of XP once the constructible is build. The share of gained XP is proportional to how much the engineer built.
	Default is 0
<b>g_asblock [integer]</b>	
	Airstrike blocking.
	Available options are:
	1 Make an announcement whenever an airstrike is blocked.
	2 A player may easily block an airstrike by crouching, standing, or proning over the enemy's canister to block the airstrike.
	4 Reserved.
	8 Lvl 3 FieldOPs and higher cannot have the airstrikes blocked by players.
	16 Disables teammates blocking airstrikes.
	32 Give 2 Battle Sense XP to player that blocks the air strike. No XP given for blocking teammates or your own air strike.
	Default is 0
<b>g_partyPanzersEnabled [0 1]</b>	
	Set to 1 to enable party panzers.
	Default is 0
<b>g_partyPanzersPattern [string]</b>	
	The pattern of the drawn panzers. This is a string of "bits" that represents where the panzers shots are aimed. The default value of "10001,01010,00100,01010,10001" means there are five rows of panzers fired (rows are separated by the comma (,) character), and an X pattern is drawn as "1" represents a panzer and "0" represents a space without a panzer.
	There is no limit to the number of panzers that can be shot, although too many panzers will cause extreme lag on the server.
	NOTE: ETpub versions 0.7.1 and older used the semicolon (;) Character as the row separator. For backward compatibility the semicolon character can still be used, though use of the comma is highly recommended.
	Default is "10001,01010,00100,01010,10001"
<b>g_partyPanzersDamageMode [integer]</b>	
	Damage caused by the party panzers.
	Available options are:
	0 No damage.
	1 Normal damage. Each panzer does normal damage (see g_dmgPanzer).
	2 Proportional. Each panzer does damage proportional to the number fired panzers. For example, if your pattern has 10 panzers, then each panzer will do 1/10 the damage that a normal panzer shot does (see g_dmgPanzer).
	Default is 2
<b>g_panzersVulnerable [0 1]</b>	
	If set to 1, panzers that are shot in mid-air will explode. If party panzers are on, nearby panzers will explode as well due to splash damage.
	Default is 0
<b>g_panzersSpeed [integer]</b>	
	Speed of the panzers (Applies to normal and party panzers). Normal panzer speed is 2500.
	Default is 2500
<b>g_panzersGravity [integer]</b>	
	If set to 1, panzer trajectory will be affected by gravity (Applies to normal and party panzers).
	Default is 0
<b>g_realHead [0 1]</b>	
	Head Box Positions
	Available options are:
	0 Regular headbox positions.
	1 Server tracks the animations so the headbox will match the playermodels exactly. This is the recommended value.
	This code was originally from ETPro (b_realhead). It was contributed by zinx and added to etpub by forty.
	Default is 1
<b>g_dyno [bitmask]</b>	
	Dynamite Behaviour
	Available options are:
	1 Sudden Death Dynamites enabled. If there is 30 seconds or less on the clock and dynamite is planted on an objective, the clock will continue to run past zero. The match will not end until the dynamite either explodes, or is disarmed. You are not allowed to plant additional dynamite during sudden death.
	2 Dynamite chaining enabled. Dynamite will cause other similar dynamites to explode when exploding. Dynamites not planted on an objective will blow any other dynamite not on an objective. Dynamite planted on an objective will only blow dynamite on the same objective.
	4 Adds a dynamite symbol with the location and the time remaining to all the players on the team of the player who plants the dynamite. This will only happen when dynamite is placed on an objective. The players in the other team will see the dynamite symbol too, but they won't see the time remaining. <b>This requires at least etpubclient 20070213</b>
	8 Dynamite cannot be disarmed by your team (including yourself), so only the other team can diffuse it
	16 Enable dynamite ID. You can see the owner of a dynamite when you point at it. Requires at least ETPubClient 20070719
	Default is 0
<b>g_canisterKick [integer]</b>	
	Canister and grenade kicking.
	Allows players to kick smoke, and air strike canisters, along with grenades. The integer adjust the amount of force put behind the kick. 75 is a good value, anything below 60 is about useless, and above about 125 is probably too much.
	Default is 0
<b>g_canisterKickOwner [0 1]</b>	
	Kicked Canister Ownership
	0 Kicker does not take ownership of canister.
	1 Kicker takes ownership of canister.
	Default is 0
<b>g_dmgKnife [integer]</b>	
	Amount of damage done by the knife.
	Default is 10
<b>g_dmgSten [integer]</b>	
	Amount of damage done by the sten.
	Default is 14
<b>g_dmgFG42 [integer]</b>	
	Amount of damage done by the FG-42
	Default is 15
<b>g_dmgPistol [integer]</b>	
	Amount of damage done by by pistol weapons
	Default is 18
<b>g_dmgSMG [integer]</b>	
	Amount of damage done by the SMG weapons (MP40 and Thompson).

Default is 18
<b>g_dmgMG42 [integer]</b>
Amount of damage done by the MG42.
Default is 18
<b>g_dmgMG [integer]</b>
Amount of damage done by an emplaced MG.
Default is 20
<b>g_dmgFG42Scope [integer]</b>
Amount of damage done by the FG-42 when scoped.
Default is 30
<b>g_dmgInfRifle [integer]</b>
Amount of damage done by unscoped rifles (K43 and Garand).
Default is 34
<b>g_dmgSniper [integer]</b>
Amount of damage done by a scoped Garand or K43.
Default is 50
<b>g_dmgFlamer [integer]</b>
Amount of damage done, per tick, by a flamethrower.
Also controls the per-tick damage done to a player who has been set on fire by a flamethrower and is still burning.
Default is 5
<b>g_dmgGrenade [integer]</b>
Amount of damage done by a grenade
Default is 250
<b>g_dmgGrenadeRadius [integer]</b>
Blast radius of a grenade
Default is 250
<b>g_dmgGLauncher [integer]</b>
Amount of damage done by an engineer's grenade-launcher grenades
Default is 250
<b>g_dmgGLauncherRadius [integer]</b>
Blast radius of an engineer's grenade-launcher grenades
Default is 250
<b>g_dmgLandmine [integer]</b>
Amount of damage done by a landmine
Default is 250
<b>g_dmgLandmineRadius [integer]</b>
Blast radius of a landmine
Default is 250
<b>g_dmgSatchel [integer]</b>
Amount of damage done by a satchel
Default is 250
<b>g_dmgSatchelRadius [integer]</b>
Blast radius of a satchel
Default is 250
<b>g_dmgPanzer [integer]</b>
Amount of damage done by a panzerfaust rocket
Default is 400
<b>g_dmgPanzerRadius [integer]</b>
Blast radius of a panzerfaust rocket
Default is 300
<b>g_dmgMortar [integer]</b>
Amount of damage done by a mortar round
Default is 400
<b>g_dmgMortarRadius [integer]</b>
Blast radius of a mortar round
Default is 400
<b>g_dmgDynamite [integer]</b>
Amount of damage done by dynamite
Default is 400
<b>g_dmgDynamiteRadius [integer]</b>
Blast radius of dynamite
Default is 400
<b>g_dmgAir [integer]</b>
Amount of damage done PER BOMB by an airstrike
Default is 400
<b>g_dmgAirRadius [integer]</b>
Blast Radius PER BOMB of an airstrike
Default is 400
<b>g_dmgArty [integer]</b>
Amount of damage done PER BOMB by Artillery fire
Note: if this value is non-zero, the spotting round will follow normal ET behavior (can do damage, but to a (VERY small radius, making damage unlikely)
Default is 400
<b>g_dmgArtyRadius [integer]</b>
Blast Radius PER BOMB of Artillery fire
Note: if this value is non-zero, the spotting round will follow normal ET behavior (can do damage, but to a (VERY small radius, making damage unlikely)
Default is 400
<b>g_dmg [bitmask]</b>
Enables experimental advanced combat options
Available options are:
0      Use traditional ET settings for combat.
1      Use Advanced Hit Locations: Differentiates between Head, Body, Arm, and Leg shot when computing damage
2      Applies a more realistic damage vs. range equation for short-ranged weapons. This will reduce the effectiveness of these weapons at longer ranges.
4      Gives a damage bonus to short-range weapons when used in close combat situations. This will increase the effectiveness of these weapons at closer ranges.
8      Use bullet fall-off approximations when computing shot trajectory.
16     Improve accuracy of non-scoped single-shot rifles
32     Use alternate bullet-spread characteristics for automatic or rapid-fire weapons.
64     Damage from players who are spectators or have disconnected is ignored, and XP is not awarded.
Default is 0
<b>g_dmgHeadShotMin [Integer]</b>
This represents the minimum damage done by a headshot regardless of the weapon used to make the shot.
Headshots that would do damage below this value will be adjusted upward to equal g_dmgHeadShotMin.
Headshots from a weapon with damage at or above this value will do a multiple of their damage, as specified by g_dmgHeadShotRatio.
(The actual damage may undergo additional modification due to range and other conditions)
Default is 50
<b>g_dmgHeadShotRatio [float]</b>
This specifies the multiplier used for headshots that do damage ABOVE g_dmgHeadShotMin.
Default is 2.0
<b>g_reflectFriendlyFire [float]</b>
Similar to Shrub's g_friendlyfire 2 cvar.
A multiplier value that determines how much friendly-fire damage, if any, is reflected back to the player that caused the damage. This setting is independent of g_friendlyfire, so damage can be set to reflect on both FF and non-FF servers.
A value of 1.0 would reflect full damage. A value of 0.5 would reflect half damage. Set to 0 to disable reflected friendly fire.
Default is 0
<b>g_reflectFFWeapons [bitmask]</b>
Selects which category of weapon will reflect when g_reflectFriendlyFire is non-zero.
<b>Note:</b> Setting this value to zero will override any multiplier set via g_reflectFriendlyFire, effectively disabling reflecting damage.
Available options are:
1      Enable reflected damage for Firearms (all types of guns)
2      Enable reflected damage for Grenades and grenade launchers
4      Enable reflected damage for Knives (includes thrown knives)
8      Enable reflected damage for Panzers
16     Enable reflected damage for Flamethrowers
32     Enable reflected damage for Mortars
64     Enable reflected damage for Satchel Charges
128    Enable reflected damage for Artillery and Air Strikes
256    Enable reflected damage for Dynamite and Construction Damage
512    Enable reflected damage for Landmines
Default is 31 (Firearms + Grenades + Knives + Panzers + Flamers)
<b>g_friendlyFireOpts [bitmask]</b>
Allows greater control over friendly fire events.
Available options are:
1      Landmines ALWAYS damage teammates regardless of g_friendlyfire setting
2      Allow 'grenade boosting' when friendly fire is off
4      Non-engineer players do not trigger landmines on their own team
Default is 0
<b>team_maxMedics [string]</b>
<b>team_maxEngineers [string]</b>
<b>team_maxFieldOps [string]</b>
<b>team_maxCovertOps [string]</b>
Restricts the number of players that can play a specific class / team. You can either set it to a whole number to set a hard limit, or you can set it to a percentage value using the % symbol to limit based on the number of players on the team. When using percentage values, any partial values are rounded <b>up</b>
Starting with etpub 0.8.1, you can use a number such as "20%" for this setting, in which case partial values will be rounded <b>down</b>
<b>Example:</b> <i>set team_maxMedics "5"</i> This will limit each team to 5 medics, regardless of how many players are on the team
<b>Example:</b> <i>set team_maxMedics "15%"</i> This will limit each team to having only 15% of their players as medics, and a team with few players (for example, 3) will be able to have 1 medic. They will be able to have their second medic when they have 7 players on the team.
<b>Example:</b> <i>set team_maxMedics "15%-"</i> This will limit each team to having only 15% of their players as medics, and a team will not be able to have medics until there are 7 players in the team. They will be able to have their second medic when there are 14 players on the team.
Set this to -1 to disable limits
Default is -1
<b>g_staminaRecharge [float]</b>
Multiplies the rate at which stamina is rebuilt. Setting this value to zero will cause players to not regain any stamina once it is used except through the use of adrenalin. Setting this value is recommended only if you have etpub client versions 20050927 or later.
Default is 1.0
<b>g_shortcuts [0 1]</b>
Turns on the replacement of the following keys in say messages
<b>[a]</b> last player who gave you ammo
<b>[d]</b> last player who killed you
<b>[g]</b> the last 8 characters of your GUID
<b>[h]</b> last player who gave you health
<b>[k]</b> last player you killed
<b>[l]</b> your location (letter,number)
<b>[n]</b> your name
<b>[r]</b> last player who revived you
<b>[p]</b> last player you looked at
<b>[s]</b> health remaining
<b>[w]</b> name of current weapon
<b>[t]</b> ammo for current weapon
Default is 0
<b>g_mineid [0 1]</b>
Turns on identification of your teammates landmines. (Requires etpub client 20051230 or later)



Default is 0
<b>g_dropMsg [string]</b>
Message to add to the drop screen when a client is kicked or banned.
Default is ""
<b>g_inactivity [integer]</b>
As of 0.7.1, etpub changes the behavior of this etmain cvar:
g_inactivity is the number of milliseconds of player inactivity before the player is made a spectator. The player must be on a non-spectator team for this to happen, otherwise: If the player was already a spectator when the inactivity limit hits, then: 1) If the server is full (no more public slots left) then the player is kicked; 2) If the server is not full, then the player is allowed to remain as spectator for 60 more seconds at a time until the player is not inactive anymore or the server becomes full.
A value of 0 means no time limit
Default is 0
<b>g_spectatorInactivity [integer]</b>
As of 0.7.1, etpub changes the behavior of this etmain cvar:
g_spectatorInactivity kicks only when the server is full.
A value of 0 means no time limit
Default is 0
<b>g_gametype [integer]</b>
As of 0.7.1, etpub added the game type 6 (map voting). Please see <a href="#">Map Voting</a>
<b>g_etpub_stats_id [string]</b>
Unique ID for identifying the server to stats.etpub.org for player statistics posts. You must obtain an ID for your server by posting a request in http://etpub.org. DO NOT SET A RANDOM VALUE FOR THIS FIELD, ALWAYS REQUEST THAT AN ID BE ASSIGNED TO YOUR SERVER
Default is ""
<b>g_tactics [0 1]</b>
Enable/disable tactics mode (more on this later). A value of 0 will disable g_tactics mode.
Default is 0
<b>g_floodprotect [0 1]</b>
Enable/disable etpub flood protect. Flooding means that a client is sending too many messages to the server (vsays, callvotes, etc...). Enabling g_floodprotect disables the engine's sv_floodprotect functionality. If you enable g_floodprotect, make sure you set a value for g_floodthreshold.
Default is 1
<b>g_floodthreshold [integer]</b>
The number of messages per second before ignoring the client's messages. Only in effect when g_floodprotect is turned on.
Default is 6
<b>g_floodWait [integer]</b>
The minimum number of milliseconds between two messages when g_floodprotect is enabled. This is a hard limit so admins aren't allowed to override it. 1000 milliseconds copies sv_floodprotect behaviour. This CVAR should not have a value below 500 in order to keep a public server playable.
Default is 1000
<b>g_mapVoteFlags [bitmask]</b>
Ways to change how map voting works Only valid when g_gametype is 6 (see <a href="#">Map Voting</a> )
Available options are:
1 Changes the tie breaker so that the map not played in the longest wins
2 Intermission doesn't end until g_intermissionReadyPercent people have voted. If there are no players connected to the server, intermission will end at the timeout. (WARNING: This means that if there are spectators connected and not voting, the next map will not load until those spectators either vote, disconnect, or get kicked by the system)
4 Multi vote: Allows everybody to vote for 3 maps instead of one, first choice map gets 3 votes, second choice gets 2, third choice gets one
8 Don't randomize the maps, so they will always appear in the same order
16 A passed nextmap vote (when g_gametype is 6) will start the intermission and lets players vote which map should be played next. NOTE: this makes one of the two teams be displayed as winner
Default is 0
<b>g_maxMapsVotedFor [integer]</b>
How many maps are presented to users for voting upon during intermission Only valid when g_gametype is 6 (see <a href="#">Map Voting</a> )
Default is 6
<b>g_minMapAge [integer]</b>
How long a map is ineligible for voting, after it is played Only valid when g_gametype is 6 (see <a href="#">Map Voting</a> )
Default is 3
<b>g_resetXMapCount [integer]</b>
How many maps occur before XP is reset. If g_XPSave flag 4 is set, g_resetXMapCount is ignored. Similarly, if g_resetXMapCount is set to 0, it is the same as setting g_XPSave flag 4 Only valid when g_gametype is 6 (see <a href="#">Map Voting</a> )
Default is 0
<b>g_excludedMaps [string]</b>
Used to exclude map that would otherwise be listed in the map voting list. The format is ".map1.map2.map3:", where mapX is the .bsp name. Note that each mapname must be fully surrounded by "." otherwise the map will not be excluded. Only valid when g_gametype is 6 (see <a href="#">Map Voting</a> )
Default is ""
<b>g_minConnectLevel [integer]</b>
The minimum shrubbot adminlevel required for players to be able to connect.
<b>NOTE:</b> this only works for positive levels, any value <= 0 will allow everyone to connect
<b>NOTE:</b> Bots won't be enable to connect either.
Default is 0
<b>omnibot_enable [0 1]</b>
When set to 1, OmniBot functionality is enabled. You still need to have OmniBots installed correctly in order for OmniBots to work.
Default is 1
<b>omnibot_path [string]</b>
The path where the OmniBot dll/so file is installed. If you installed omni-bot correctly, then you do not need to modify this cvar. Leaving this cvar blank will search for the OmniBot file in the default locations.
Default is ""
<b>g_bot_maxXP [integer]</b>
Any bots present will have their XP reset after this much XP is reached. If <a href="#">g_maxXP</a> is also set to a value greater than -1, then the bot XP will be reset whenever the lower limit of the two is hit.
Set this to -1 to disable this feature
Default is -1
<b>g_bot_minPlayers [integer]</b>
Ensures that there are at least g_bot_minPlayers playing (non-spec) in your server at any one time. If there are not enough human players playing, bots are added as needed. Once there are g_bot_minPlayers human players playing on the server there will be no bots.
NOTES:
<ul style="list-style-type: none"><li>Bots will only be added/removed during normal gameplay, never during the intermission</li><li>You must have bots enabled and working on your server for this setting to work</li><li>Do not set g_bot_minPlayers to the maximum number of players your server can have. If you do so, no one will be able to connect to your server since it will always be full.</li><li>g_bot_minPlayers works by modifying the minbots and maxbots omni-bot values. If you activate g_bot_minPlayers, your current minbots/maxbots values will be overwritten.</li></ul>
Set this to -1 to disable this feature
Default is -1
<b>omnibot_flags [bitmask]</b>
<b>This CVAR replaces the old g_bot_flags CVAR</b>
Customizes bot management/behavior
Available options are:
1 Disables XPSave for bots
2 Bots cannot mount tanks
4 Bots cannot mount emplaced guns
8 Don't track bot count in omnibot_playing cvar
65536 Bots are granted shrubbot command immunity (the same as shrubbot flag 1)
131072 Bots cannot be !kicked or !banned
Default is 0
<b>g_unevenTeamDiff [integer]</b>
If g_teamForceBalance is set, setting g_unevenTeamDiff will notify all players when team numbers are off by g_unevenTeamDiff or more. See also <a href="#">g_unevenTeamFreq</a>
Set to 0 to disable this feature
Default is 0
<b>g_unevenTeamFreq [integer]</b>
How often the team disparity notification occurs. Only valid when g_unevenTeamDiff is set to a positive value. Value is in seconds.
See also <a href="#">g_unevenTeamDiff</a>
Default is 30
<b>g_greetingPos [integer]</b>
Location where the shrubbot greetings are displayed.
0 Chat area
1 Center of screen
2 Left notification area
3 Top of the screen (requires etpub_client >= 20051230)
4 Console only
Default is 0
<b>g_noVoteTime [integer]</b>
The minimum time (in seconds) that players must wait between two votes.
Default is 0
<b>g_spreOptions [bitmask]</b>
A few options to control the display of killingsprees. Note that the flags 1, 2 and 4 are just made for fast enabling / disabling and still require a <a href="#">g_settings</a> file.
1 Enable killingsprees ([spree] blocks)
2 Enable killingsprees ends ([end] blocks)
4 Enable multikills ([kill] blocks)
8 When set, a top 3 current killing spree message will be printed every minute, similar to binoc masters, and a map's longest killing spree will be printed every two minutes
16 At the beginning of the intermission the highest spree and the 3 highest sprees which are still active will be shown
32 /kill will end a spree
64 Teamswitching will end a spree
128 Multikill messages will be delayed g_multikillTime milliseconds, to prevent the doublekill -> multikill -> megakill -> etc. flooding
256 Killing bots doesn't count for multikills or killingsprees (Note: they DO count for ending kill/deathsprees)
512 Display the map and overall spree record when entering intmission
1024 <b>Summary: don't enable this flag if you don't have enabled g_spreOptions flag 512 OR g_XPSave flag 16 or Shrubbot flag t</b> Spree records are automatically saved into XPSave file when a map ends. By enabling this flag, you also store the spree record at the points where <a href="#">g_XPSave</a> flag 16 would store XP. When you don't have set XPSave flag 16 and g_spreOptions flag 512 and not allowrecorder to use !spreerecord you should NOT set this flag as it takes some extra resources. When XPSave flag 16 is set this doesn't matter (it actually takes much less resources then). When only g_spreOptions flag 512 or shrubbot flag t is set it won't do much harm anyway (your server won't explode)
Default is 0
<b>g_multikillTime [integer]</b>
The time (in milliseconds) in which two kills should be made in order to count them as multikills.
Default is 1000
<b>g_settings [filename]</b>
This should be set to the name of your settings.cfg file if you want to enable killingsprees, multikills or banners. See <a href="#">settings</a> documentation for more information about this file.
Example:
g_settings "settings.cfg"
Default is "" (Disabled)
<b>g_spoofOptions [bitmask]</b>
In etpub 0.8.1 some protection is build in which tries to limit IP and GUID spoofing / stealing. By default this protection kicks players that change their GUID or IP during gameplay.
<b>Note:</b> this cvar has been changed a lot in etpub 0.9.1. All the kicks of innocent players should be gone now.
<b>Do NOT change this CVAR unless you encounter problems!</b>
1 Kick for GUIDspoofing.
2 Kick for IPspoofing.
4 Display a global warning when someone is GUIDspoofing. (When flag 1 is set, this will not work)
8 Display a global warning when someone is IPspoofing. (When flag 2 is set, this will not work)
16 GUID's use the stored GUID when etpub 0.7.x didn't use it either. (This option is a higher security risk, but copies the 0.7.x behaviour of handling GUIDS)
32 Don't use the stored IP when etpub 0.7.x didn't use it either. (This option is a higher security risk, but copies the 0.7.x behaviour of handling IPS)
<b>Note:</b> settings this CVAR to 48 causes the exact same behaviour as ETPub 0.7.x
Default is 3 (Flag 1 + 2)
<b>g_warningOptions [bitmask]</b>
This cvar changes the behaviour of the shrubbot !warn command. By setting flag 1 or 2 you activate the advanced warning (storage) system
1 Link stored warnings to the guid of a player
2 Link stored warnings to the ip of the player



4	Remove the oldest warning when the <b>total</b> maximum ammount of warnings is reached
8	Auto-kick a player for 2 minutes when he has more than <b>g_maxWarnings</b> warnings
16	Allow clients to see their own warnings with the /warnings command
Default is 0	
<b>g_maxWarnings [integer]</b>	
	The ammount of warnings that can be stored for 1 player
Default is 3	
<b>g_warningDecay [integer]</b>	
	The time <b>in hours</b> that a warning will be stored
Default is 24	
<b>g_antilagDelay [integer]</b>	
	Manually delay the antilag of every player on the server. Might give very weird behaviour, so use at own risk
Default is 0	
<b>g_fixedphysics [0/1]</b>	
	Creates a smoother movement when enabled
Default is 0	
<b>g_fixedphysicsfps [integer]</b>	
	Makes the fixedphysics act like all the clients have the same framerate, so that players with "magic" quake engine framerates don't have an unfair advantage. This CVAR must be between 60 and 333.
	Note: this doesn't actually change the framerate of clients, so clients can keep their own framerate
Default is 125	
<b>g_maxNameChanges [integer]</b>	
	Limit the number of namechanges per player per map by setting this cvar. This is especially needed if you have cheaters that autochange their name every second.
	Set to -1 to disable.
Default is 3	
<b>g_disableComplaints [bitmask]</b>	
	Disable teamkill complaints for some weapons.
1	Landmines
2	Artillery and airstrikes
4	Mortar
8	Dynamite
Default is 0	
<b>g_mediceSelfhealTime [integer]</b>	
	The time <b>in milliseconds</b> that a medic cannot heal himself after being hit
Default is 0	
<b>g_maxPanzerSuicides [integer]</b>	
	When set, a player can kill himself g_maxPanzerSuicides times with a panzerfaust. The next panzerselfkill will result in a panzer shooting medpacks.
	The amount of suicides is reset every map.
	Set to -1 to disable, -2 to always enable (no normal panzers anymore)
Default is -1	
<b>g_panzerPackDistance [integer]</b>	
	Set the <b>g_packDistance</b> for the medpacks fired by the panzerfaust when g_maxPanzerSuicides is enabled
	Set to 0 to use default (etmain)
Default is 0	
<b>g_watermark [string]</b>	
	Set a watermark that will be displayed to all clients. This requires an ETPubClient >= 20070213. The watermark must be put in a folder named "watermark" and then this whole folder needs to be zipped into a .pk3 file
Default is "" (Disabled)	
<b>g_watermarkFadeAfter [integer]</b>	
	When g_watermark is set, the watermark will fade out after [integer] number of seconds
Default is 0 (No Fade)	
<b>g_watermarkFadeTime [integer]</b>	
	When g_watermarkFadeAfter is set, the watermark will fade out in [integer] seconds. (So the fading process from 1.0 alpha to 0.0 alpha takes [integer] seconds
Default is 0	
<b>g_voteResultsMinLevel [integer]</b>	
	Show results of votes per team to everyone with at least this shrubbot level. Set to -1 to disable. Referees can always see the results when this CVAR is set greater than 0
Default is -1	
<b>g_minCommandWaitTime [integer]</b>	
	Time you have to wait between using 2 shrubbot commands <b>in milliseconds</b>
Default is 0	
<b>g_antiwarp [integer]</b>	
	Enable ETPro-style antiwarp. This gives non-lagging players a much better game but for lagggers it will be a bit more uncomfortable. This CVAR overrides both g_maxWarp AND g_skipCorrection in order to keep things consistent
Default is 1	
<b>g_healthSpeedStart [float]</b> <b>g_healthSpeedBottom [float]</b>	
	Make people walk/run slower when they are damaged. g_healtSpeedStart is the percentage of the maxhealth of a player when the slowdowns starts. The slowdown is linear and holds until reaching 0 health. g_healthSpeedBottom is the minimum percentage of g_speed that every player will have.
Example	
<pre>set g_speed 320 set g_healthSpeedStart 64 set g_healthSpeedBottom 50</pre>	
	A player with a maxhealth of 100 (level 0 non medic) will have a speed of 320 until he reaches a health of 64. From that moment his health will be decreasing linear if he gets hurt. This linear decrement will continue untill he reaches a health of 1. At that moment his speed will be 50% of g_speed (so 160). At the moment he has 32 health, his speed will be 75% of g_speed (so 240). A speed decrement is not permanent: when he gets healed his speed will increase linear or even be 320 again when he has 64 hp or more.
	Set g_healthSpeedStart to 0 to disable this feature. Note that settings this cvars higher than 100 or below 0 will not work. Also note that g_healthSpeedBottom should not be set to low to keep the game fair. g_healthspreeStart should not be set above 1/80 since players with level 3 battle sense and medics would be slowed down at start then
Defaults are g_healthSpeedStart 0.0 g_healthSpeedBottom 50.0 (Disabled)	
<b>g_damageBonus [float]</b>	
	The percentage of extra damage that is done when one of the g_damageBonusOpts conditions is reached or when there are g_damageBonusNearMedics near the attacker or when there are g_damageBonusTotalMedics. When one positive and one negative condition is reached, the damage will just be default. When two negative or two positive conditions occur, the damage will change only once
Default is 20.0 (Max is 100.0)	
<b>g_damageBonusOpts [bitflag]</b>	
	Some settings that change the behaviour of g_damageBonus
1	Do less damage when there is no engi on the attackers team
2	Do extra damage when the attacker is no engi and is near an engi
4	When two or more negative/positive conditions occur, change the damage multiple times (cumulative)
8	Do the same checks at the target (when the target has no engi, the attacker does more damage, etc)
16	Print a lot of debug info (best used on listening servers)
	Note: this CVAR should have different values for different maps, since not every map requires an engi for example
Default is 0	
<b>g_damageBonusNearMedics [integer]</b>	
	When the attacker is a medic and is near at least this number of other medics, his damage is reduced by g_damageBonus percent
Default is 0 (Disabled) (Recommended value when used, is 1 or 2)	
<b>g_damageBonusTotalMedics [integer]</b>	
	When the attacker is a medic and there are at least this number of medics in the team, his damage is reduced by g_damageBonus percent
Default is 0 (Disabled) (This field does NOT accept percentage values at this point)	
<b>g_panzerwar [0/1]</b>	
	Enables/Disables Panzerwar. 1 is enabled, 0 is disabled
Default is 0	
<b>g_sniperwar [0/1]</b>	
	Enables/Disables Sniperwar. 1 is enabled, 0 is disabled
Default is 0	
<b>g_riflewar [0/1]</b>	
	Enables/Disables Riflewar. 1 is enabled, 0 is disabled
Default is 0	
<b>g_customVoiceChats [0/1]</b>	
	Sets the ability to use custom voice chats example: vsay hi Hey, how are you doing will write on the screen Hey, how are you doing, and also plays the voicechat "hi"
	Note: this requires ETPub client > 20070825
Default is 1	
<b>g_countryFlags [0/1]</b>	
	Sets whether the players will see the GeoIP country flags in the scoreboard.
	Players can enable/disable it with cg_countryFlags (default 1).
	Note: this requires ETPub client > 20080505. Also, you will need the GeoIP.dat file in your server's etpub folder. You can get the latest one at <a href="http://www.maxmind.com/download/geoip/database/GeoIP.dat.gz">http://www.maxmind.com/download/geoip/database/GeoIP.dat.gz</a>
Default is 1	
<b>g_noSkillUpgrades [integer]</b>	
	When set to 1, disables player skill upgrades.
Default is 0	
<b>g_chargeType [0/1/2]</b>	
	Changes the way the charge bar works. Using g_slashKill will take precedence over this setting
0	Old ETPub behaviour.
1	Does not reset the charge bar at respawn.
2	ETPro behaviour. Each class has its own charge bar, which fill up independently.
Default is 2	
<b>g_flushItems [0/1]</b>	
	Evens the dropped items out with the surface.
Default is 1	
<b>lua_modules [string]</b>	
	List of files to be loaded by the Lua API engine. Can be separated by space, comma or semicolon. The paths are relative to the mod's directory, and can optionally be placed inside pk3 archives.
	We are aiming for compatibility with ETPro's <a href="#">Lua Mod API</a>
Default is ""	
<b>g_maxConnsPerIP [integer]</b>	
	Maximum number of connections allowed from one particular IP. This prevents the fake clients Denial of Service attack.
Default is 4	

## Map Voting

With the release of etpub 0.7.1, a new g\_gametype of 6 is introduced. This gametype allows, when used in conjunction with an etpub\_client > 20060310, for the players to decide on the map that is played next. When g\_gametype is set to 6, and the client is using the appropriate client, a new screen is introduced during intermission. This screen list, depending on server configuration, a list of up to 32 maps that are loaded on the server, and that all players can vote on. Once intermission ends, the server totals the votes, and plays the next map based upon the vote results

The following cvars control how map voting operates

- g\_mapVoteFlags**
- g\_maxMapsVotedFor**
- g\_minMapAge**
- g\_resetXPMAPCount**

Miscellaneous notes about mapvoting:

- Total maps allowed is 32. If server admin has more than 32 .bsp files, only the first 32 are used
- Tie breaker. The default tie-breaker is such that if 2 or more maps are tied with the same number of votes, the map that was played most recently is selected.
- Bots and connecting players do NOT count for mapvoting, everyone else (including spectators) does.
- If no maps are voted for, the default "nextmap" cvar is used, so server admins have to specify a default map cycle of sort, usually in the following format.  
*set d1 "set g\_gametype 6 ; map oasis ; set nextmap vstr d2"*  
*set d2 "set g\_gametype 6 ; map battery ; set nextmap vstr d3"*  
*set d3 "set g\_gametype 6 ; map goldrush ; set nextmap vstr d1"*  
*vstr d1*

This means that the default map, upon server start, will be oasis. From there, map voting will be used. If at any point, no map is voted for, battery will be played, etc

## Statistics / Rankings Terms

There are several settings in ETPub that attempt to determine how "good" a player is in terms (hopefully) more meaningful than just XP or XP per unit of time. Here are the terms used and their definitions:

### Kill Rating

How good of a killer the player is, based on how many other players the player kills, and their kill rating. In other words, killing players with a high kill rating increases the shooter's kill rating more than killing players with a low kill rating.

### Player Rating

This is a measure of how much the player contributes to winning a map. This measure is calculated by seeing how many times this player is on the winning team after every map, and how good the opposing team was. Like kill rating, winning against teams with a high average player rating results in player rating increasing faster.



## Win Probability

The probability that a team will win a map (based on the players' player rating, team size, and the map).

These statistics are gathered by etpub and the data is saved to local files on disk.

The etpub development team member responsible for implementing these player rankings and ratings is Josh Menke. He has been kind enough to begin working on an academic write-up to explain the mathematics and statistics methods behind these rankings. Due to time constraints the document is being gradually updated and expanded. The latest version can be seen at: [http://axon.cs.byu.edu/~josh/etstats/update\\_bayes.pdf](http://axon.cs.byu.edu/~josh/etstats/update_bayes.pdf)

If you cannot find the document at the above location, please visit <http://etpub.org>

## Server Console Commands

The following server console commands (for use in the server console or through rcon) commands have been added in etpub:

### bot [arguments]

Omni-bot command. See the [omni-bot 0.52](#) documentation for full details.

### chat [message]

Display a message to all users in the chat area

### chatclient [slot#[name] [message]

Display a message to a specific user in the chat area. A partial name match can be used, and in this case the message will be sent to all users that match the partial name

### clearxp

Clears the XP of all users

### bp [message]

Display a message to all users in the top of the screen (Requires etpub client >= 20051230)

### cp [message]

Display a message to all users in the center of the screen

### cpmsay [message]

Display a message to all users in the popup message area of the screen

### forcecvar [cvar] [value]

Forces a client cvar to have a certain value for all clients

### krinfo

List KillRating info by team, sorted.

### m [slot#[name] [message]

Send a private message to a player. A partial name match can be used, and in this case the private message will be sent to all users that match the partial name

### playsound [slot#[name] [filename]

Plays the specified sound file. The slot number/player name parameter is optional. If the slot number or playername is specified, only that player hears the sound, otherwise all players hear the sound. g\_tyranny must be enabled in order to play a sound to a specific player.

### playsound\_env [slot#[name] [filename]

Plays the specified sound file, but the sound can be heard by everyone near the specified player. In contrast to playsound, both parameters are required for playsound\_env. If playsound\_env is used with one parameter (only the the filename is specified), then it is treated exactly as playsound [filename]. The further away nearby players are, the less they hear the sound. g\_tyranny must be enabled in order to use this command.

### prinfo

List PlayerRating info by team, sorted.

### prreseteverything

Completely reset the PlayerRating system

### prresetplayers

Reset only the player ratings part of the PlayerRating system

### ratingsinfo

*As of 0.7.1 this command has been replaced by the **winprob** command.*

### readsettings

Reloads the g\_settings file. This is done by the server automatically, but if you decide to change the banners or speers/multikills ingame, you can load the new settings with this command.

### readxp

(Requires that g\_tyranny be enabled) Loads the XPsave file from disk. There is no reason to call this function, etpub loads the XPsave file automatically as needed.

### winprob

Prints information about the win probability model

### writexp

Commits the in-memory XPsave info to disk. Normally, etpub does this automatically every time a map ends or the server is shut down.

### clearspreerecords

Clears all the spreerecords stored in XPsave file (doesn't work during warmup or intermission)

### lua\_status

Shows information about the scripts currently loaded by the Lua API engine.

Additionally, all of the shrubbot commands can be used on the server console as well, the leading "!" is optional.

## Shrubbot

shrubbot is an [invention](#) of Ryan Mannon. etpub tries to clone shrubbot as accurately as possible, both in user interface and in the shrubbot configuration file (usually called "shrubbot.cfg").

Below are the shrubbot commands that etpub currently supports and the corresponding flag to be used in the shrubbot config file to give permission to the command:

!kick	k	-	!kick (NAME SLOT) REASON	kicks the player in slot number SLOT or with name containing NAME off the server. REASON is given to the client as the drop message. The client will be banned for 2 minutes.									
!ban	b	-	!ban (NAME SLOT) (SECONDS TIME_WITH_MODIFIER) REASON	Kicks the player in slot number SLOT or with name containing NAME off the server and will not let them connect again for SECONDS seconds, or, if a modifier (m, h, d, or w) is used, a given amount of time. For example:  90 = 90 seconds 15m = 15 minutes 3h = 3 hours 5d = 5 days 1w = 1 week									
!unban	b	-	!unban BAN_NUMBER	removes the ban that !showbans lists as BAN_NUMBER									
!putteam	p	-	!putteam (NAME SLOT) (r b s)	puts the player in slot number SLOT or with name containing NAME on the indicated team. r - AXIS b - ALLIES s - SPECTATORS									
!pause	Z	-	!pause	pauses the match									
!unpause	Z	-	!unpause	unpauses the match									
!listplayers	i	-	!listplayers	prints out a list of information about the connected players. the columns are: <table><tr><td>slot number</td></tr><tr><td>team R=axis B=allies S=spectator C=connecting</td></tr><tr><td>first letter of fireteam name</td></tr><tr><td>admin level (and level name)</td></tr><tr><td>last 8 digits of guid</td></tr><tr><td>M if muted</td></tr><tr><td>W if warned</td></tr><tr><td>name</td></tr><tr><td>stored name (if different)</td></tr></table>	slot number	team R=axis B=allies S=spectator C=connecting	first letter of fireteam name	admin level (and level name)	last 8 digits of guid	M if muted	W if warned	name	stored name (if different)
slot number													
team R=axis B=allies S=spectator C=connecting													
first letter of fireteam name													
admin level (and level name)													
last 8 digits of guid													
M if muted													
W if warned													
name													
stored name (if different)													
!mute	m	-	!mute (NAME SLOT) [SECONDS TIME_WITH_MODIFIER] REASON	mutes the player in slot number SLOT or with name containing NAME. TIME and REASON are optional. See !ban 6 lines above for more information on modifiers									
!unmute	m	-	!unmute (NAME SLOT)	unmutes the player in slot number SLOT or with name containing NAME									
!showbans	B	-	!showbans [SKIP]	lists up to 30 shrubbot bans currently in effect. columns are <table><tr><td>ban number</td></tr><tr><td>banned player's name</td></tr><tr><td>date of the ban</td></tr><tr><td>name of the banning admin</td></tr><tr><td>when the ban will expire</td></tr><tr><td>reason for the ban</td></tr></table> If SKIP is provided, that number of bans are skipped before printing starts. SKIP can also be negative (e.g. '!showbans -10' would display the last 10 bans.	ban number	banned player's name	date of the ban	name of the banning admin	when the ban will expire	reason for the ban			
ban number													
banned player's name													
date of the ban													
name of the banning admin													
when the ban will expire													
reason for the ban													
!help	h	-	!help	lists all available shrubbot commands.									
!admintest	a	-	!admintest [NAME SLOT]	prints out player's current shrubbot admin level in global chat. When the NAME or SLOT are added and the user has the right shrubbot permission, the level of another player will be shown									
!cancelvote	c	-	!cancelvote	makes a vote in progress fail									
!passvote	V	-	!passvote	makes a vote in progress pass									
!spec999	P	-	!spec999	moves all players with ping of 999 (as of etpub 0.7.1, these players are labeled "ZOMBIE") to the spectators team.									
!shuffle	S	-	!shuffle	Shuffles teams (based on XP), but does NOT restart (see !restart)									
!balance	S	-	!balance	Runs one iteration of ATB balance (regardless of whether or not you have ATB turned on or off). Useful for doing a one-time team balance that is smarter than !shuffle.  In order for !balance to move players, These conditions apply: 1) There must be at least g_playerRating_minPlayers players playing. 2) If moving one player will not make things fair, no players will be moved at all, and 3) if it is near the end of the match, !balance might not move anyone because it is unlikely that it will help. If !balance does not help, run the !shuffle command.  NOTE: Players balanced with the !balance command cannot switch teams until either the map changes or the odds of the team winning swing the other way. This is to make auto-balanced teams stay fair since some players switch teams immediately after being !balanced/!shuffled.									
!rename	N	YES	!rename (NAME SLOT) NEWNAME	sets the player in slot number SLOT or with name containing NAME to NEWNAME.									
!gib	g	YES	!gib (NAME SLOT) [-l all]	kills and gibs the player in slot number SLOT or with name containing NAME if name is -l or all or if no name is entered, everybody will be gibbed									
!slap	A	YES	!slap (NAME SLOT) [DAMAGE] [REASON]	does DAMAGE (default 20) damage to player in slot SLOT or with name containing NAME. If REASON is specified it's center-printed to the victim.									
!burn	U	YES	!burn (NAME SLOT) [REASON]	sets the player in slot number SLOT or with name containing NAME on fire. REASON will be center-printed to the victim.									
!warn	R	-	!warn (NAME SLOT) [WARNING]	plays the whistle sound and center-prints WARNING to the player in slot number SLOT or with name containing NAME.									
!news	W	-	!news	plays the map specific news audio to all players if it is available.									
!lock	K	-	!lock (r b s all)	locks the team specified. recognized values are r=AXIS b=ALLIES s=SPECTATORS all=ALL									
!unlock	K	-	!unlock (r b s all)	unlocks the team specified. recognized values are r=AXIS b=ALLIES s=SPECTATORS all=ALL									
!lol	x	YES	!lol [NAME SLOT] [GRENADES]	makes all players drop grenades. If NAME or SLOT is provided only that player will drop grenades. GRENADES is the number of grenades to be dropped (default is 1, maximum is 16).									
!restart	r	-	!restart	restarts the match									
!reset	r	-	!reset	resets the match									
!swap	w	-	!swap	swaps the players to the opposite team									
!pip	z	YES	!pip [NAME SLOT]	draws sparks (pixie dust) around the player in slot number SLOT or with name containing NAME. does it to all players if no NAME/SLOT is not provided.									
!pop	z	YES	!pop [NAME SLOT]	pops the helmet off of player in slot number SLOT or with name containing NAME. If no parameter is provided it pops the helmets off of all players.									



!flying !launch !throw	I	YES	!flying (NAME SLOT)	send the player in slot number SLOT or with name containing NAME flying.
!flyinga !launcha !throwa	L	YES	!flyinga	sends all players flying
!listteams	I	-	!listteams	prints out a list of statistical information about each team. This lists ends with ratings information based on how likely each team is to win the current map. The team with more points is LESS likely to win, therefore a good way to balance the teams is to join the team with more points, or move people to that team, until the points are about even.
!disorient	d	YES	!disorient (NAME SLOT) [REASON]	turns the view upside down for the client in slot number SLOT or with name containing NAME. If REASON is specified it is printed to the client.
!orient	d	YES	!orient (NAME SLOT)	reverses the action of !disorient for the client in slot number SLOT or with name containing NAME.
!resetxp	X	YES	!resetxp (NAME SLOT) [REASON]	clears all XP and skillpoints for player in slot number SLOT or with name containing NAME. If reason is provided it is printed to the client.
!nextmap	n	-	!nextmap	moves to the next map in campaign or in the objective cycle end game intermission is skipped
!resetmxyzp	M	-	!resetmxyzp	clears all XP and skillpoints for the player who runs this command.
!howfair	I	-	!howfair	Prints a simple summary to everyone on the chat of team fairness based on player rating. The !howfair command measures team evenness based on the values of g_teamForceBalance_playerRating and g_ATB_diff (if either of these settings is zero then default values are used, so !howfair is useful even if you do not use any etpub autobalance features)
!uptime	u	-	!uptime	Show how long the server has been up and running
!userinfo	e	-	!userinfo (NAME SLOT)	Display the slot, partial guid, ip and clientversion of a player. <b>NOTE:</b> this command should only be available to the highest server admins!
!stats	t	-	!stats	Displays the thompson and mp40 accuracy, headshotratio and headshot distance of all players
!dewarn	R	-	!dewarn (NAME SLOT) [WARNING#]	Shows all the warnings of a user. When warning# is added, the warning with that number will be removed
!spreerecord	E	-	!spreerecord	Displays the map and overall spreerecord
!spree	E	-	!spree	Show the players current killing spree count
!tsprece	E	-	!tsprece [amount]	Show the top n current killing spree (default top 5)
!panzerwar	q	-	!panzerwar [on/off]	Enables panzerwar
!sniperwar	q	-	!sniperwar [on/off]	Enables sniperwar
!riflewar	q	-	!riflewar [on/off]	Enables riflewar
!giba	Q	YES	!giba	kills and gibs all players

- The following flags are also supported:
- 1

cannot be vote kicked, vote muted, or complained against.
- 2

cannot be censored
- 3

Can run commands silently with !/COMMAND in the console
- 4

Can see Axis/Allies team chats as a spectator
- 5

can switch teams any time, regardless of balance
- 6

does not need to specify a reason for !kick or !ban
- 7

Can call a vote at any time (regardless of disabled voting or voting limitations)
- 8

does not need to specify a duration for a ban (defaults to PERMANENT)
- 9

Can do shrubbot commands via team and fireteam chats
- 0

is immune to g\_inactivity and g\_spectatorInactivity settings
- !

is immune to all shrubbot commands (useful for server admins). NOTE: this flag must be specified explicitly the \* flag does not grant it.
- @

"incognito" flag shows the admin as level 0 with no a.k.a info in the output of !listplayers. NOTE: this flag must be specified explicitly the \* flag does not grant it.
- \$

Can do !admintest on other players
- ~

Can read and write the adminchat with the /ma command. All referees and all other players with the ~ flag will be able to read this chat

- The following operators are supported in the flags field:
- \*

This means all all available flags are granted (except ! and @). Any flags that come after the \* are negated. So for example:

```
[level]
level      = 5
name       =
flags      = *xU
greeting   =
```

would give level 5 admins all commands except !lol and !burn.
- This subtracts the flags that follow it from the allowed flags. Example:

```
[admin]
name       = tjw
guid       = XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
level      = 5
flags      = -bs
greeting   =
```

would give tjw all of the commands a level 5 admin has except !ban and !setlevel.  
NOTE: this operator is for admin flags only.
- +

This is pretty useless since it is implied that any flags will be appended anyway unless they follow '!'. Therefore, the only use for this operator is for use after the '!' operator. Example:

```
[admin]
name       = tjw
guid       = XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
level      = 5
flags      = -bs+U
greeting   =
```

would give tjw all of the commands a level 5 user has except !ban and !setlevel, but he also gets the !burn command which typical level 5 admins do not have.  
NOTE: this operator is for admin flags only.

The configuration file itself is layed out in blocks serpated by blank lines. The three types of blocks supported are [level], [admin], and [ban]. If you ever need to edit the shrubbot.cfg file by hand, you need to run the !readconfig command (or restart etded) to load it.

When setting up a new shrubbot.cfg file, simply set the g\_shrubbot cvar to the name you want to use for the configuration file, then connect to the server with your et, and run the following command in the **server** console:

```
!setlevel ETPlayer 5
```

(where ETPlayer is your name). This will create the shrubbot.cfg file with default levels and your guid set to level 5 admin (the highest default level). You can then edit the level definitions in this file to match your preferences and run the !readconfig command to load them up.

Starting with etpub 0.7.1, the new element [command] has been added to the shrubbot file format. This allows server admins to create their own shrubbot commands for executing server commands. Here are some examples:

```
[command]
command = hello
exec    = cp "hello world"
desc    = Center Print the text "hello world" to all connected clients
levels  = 0 1 2 3 4 5

[command]
command = panzeroff
exec    = set team maxPanzers 0
desc    = Turn off panzers
levels  = 5

[command]
command = havefun
exec    = exec fun.cfg
desc    = Load up some crazy settings/commands
levels  = 5

[command]
command = unlimitedpanzers
exec    = cp "^!Unlimited panzers!"; set team_maxPanzers -1
desc    = Everyone can have a panzerfaust!
levels  = 5
```

This would create 4 new commands, !hello, !panzeroff, !havefun, and !unlimitedpanzers. !hello can be run by any user with an admin level 0 through 5. !panzeroff, !havefun, and !unlimitedpanzers would be executable by only level 5 users. You must name each level in the space seperated level string (a higher level does not grant authority). As shown in !unlimitedpanzers, you can separate commands with a semicolon (;).

Starting with etpub 0.8.1 [command] elements can use shortcut characters as described in [g\\_shortcuts](#). Shortcuts will work with [command] elements regardless of the [g\\_shortcuts](#) settings. Here are some samples:

```
[command]
command = spec
exec    = !putteam [n] s
desc    = Become a spectator
levels  = 0 1 2 3 4 5

[command]
command = pizza
exec    = cp "[n]^7orders a big pizza for everyone except [d]^7!"
desc    = Some message
levels  = 3 4 5
```

Also starting with etpub 0.8.1 [command] elements can use up to 9 parameter placeholders (from [1] to [9]) in the commands. For example, given the following definition:

```
[command]
command = mynameis
exec    = cp "[n]'s ^7real-life name is [1]^7!"
desc    = Print real name
levels  = 0 1 2 3 4 5
```

When a user types the command like this:

```
!mynameis bartholomew
```

Will print out something like:

```
[JJJJ]zuxx0r's real-life name is bartholomew
```

Parameters that the user does not type in are left blank in your command. You can use the parameters in any order (so the user types the parameters in a different order than they are used).

These commands will show up like any other shrubbot command in the output of !help and the !help command will also provide detailed info for the command using the 'desc' paramter (e.g. 'help hello')

Starting with etpub 0.8.1 you can also add a greeting to [admin] and [level] blocks. This greeting will be displayed when a shrubbot admin connects to the server. Adding a greeting to a [level] block will show that greeting for every admin with that level, while adding a greeting to an [admin] block will only show the greeting when that particular admin connects. When both [level] and [admin] blocks contain a greeting, the [admin] greeting is used. When you type [n] in a greeting, it will be replaced by the name of the connecting admin. Example:

```
[level]
level      = 5
name       = Admin
flags      = *
greeting   = Level 5 admin [n] is on the floor

If TJW is the connecting admin, all players will see: "Level 5 admin TJW is on the floor".
```

These are the limits on the shrubbot file:

Maximum number of levels:	31
Maximum length of shrubbot level name:	35 (includes color codes)
Maximum number of users with a set level:	32767
Maximum number of player bans:	1023
Maximum length of ban reason:	1023
Maximum number of admin-defined commands:	63
Maximum admin-defined command name length:	63 characters
Maximum admin-defined command length (executable part):	1023 characters
Maximum admin-defined command length (help string):	1023 characters
Maximum number of warnings:	1023

## Settings file

The settings file is a file that contains all the information about bannbers and about killingspree and multikill messages and sounds. See [g\\_settings](#) to see how you can enable this file.

The settings file consists of four types of blocks (similar to [shrubbot](#)): [spree], [end], [kill] and [banner]. The [spree] blocks determine what should happen when someone has a killingspree. The [end] blocks determine what should happen when someone ends a killingspree and the [kill] blocks do the same for multikills. A [banner] block adds a banner to the server banner queue.

A [spree] block has the following fields:

```
[spree]
number      = 5
message     = [n]^8is on a killing spree! (^35^8 kills)
position    = chat
display     = all
sound       = sound/misc/killingspree.wav
play        = all
```

The "number" determines the amount of kills needed for "message" to be shown and "sound" to be played. After "position" you can add the location where the "messages" should be displayed. This can be chat, cpm (popup), cp (center), bp (banner) or print (console). "Display" can have the values "all" or "player". "All" means the "message" is broadcasted to all players on the server, and "player" means just to the player who is on the killingspree. "Play" can have the same values as "display" and the extra value "envi". This value means the "sound" will only be heard by players in the environment of the player who is on the killingspree.

"Number" has to have a value. When two blocks have the same number, they both get executed at the same time. All other fields are optional ("position", "display" and "play" use default values then). [n] in the "message" will be replaced by the name of the player of which the spree gets ended. [k] will be replaced by the number of kills and [a] will be replaced by the name of the person who killed the player.

When you set "number" to a negative integer, you'll create a deathspree.

A [end] block has the following fields:

```
[end]
number      = 5
message     = [n]^8's killing spree (^3[k] kills^8) was cut short by ^7[a]^8.
position    = chat
display     = all
sound       = sound/misc/end.wav
play        = all
tkmessage   = [n]^8's killing spree (^3[k] kills^8) was cut short by ^1TEAMMATE ^7[a]^8.
tkposition  = chat
tkdisplay   = all
tksound     = sound/misc/end.wav
tkplay      = all
skmessage   = [n]^8's killing spree (^3[k] kills^8) was cut short by ^1himself!
skposition  = chat
skdisplay   = all
sksound     = sound/misc/end.wav
skplay      = all
wkmessage   = [n]^8's killing spree (^3[k] kills^8) was cut short.
wkposition  = chat
wkdisplay   = all
wksound     = sound/misc/end.wav
wkplay      = all
```

The "number" determines the **minimum** amount of kills needed for "message" to be shown and "sound" to be played. After "position" you can add the location where the "messages" should be displayed. This can be chat, cpm (popup), cp (center), bp (banner) or print (console). "Display" can have the values "all" or "player". "All" means the "message" is broadcasted to all players on the server, and "player" means just to the player of which the killingspree is ended. "Play" can have the same values as "display" and the extra value "envi". This value means the "sound" will only be heard by players in the environment of the player of which the spree is ended.

When a spree is ended, the server uses the [end] block which has the highest "number" which is less or equal to the amount of kills the player has. If the player is killed by an enemy, the normal fields are used. If the player is killed by a friend the **tk** fields are used. A selfkill means **sk** fields and a worldkill means **wk** fields.

"Number" has to have a value. When two blocks have the same number, they both get executed at the same time. All other fields are optional ("position", "display" and "play" use default values then). [n] in the "message" will be replaced by the name of the player of which the spree gets ended. [k] will be replaced by the number of kills and [a] will be replaced by the name of the person who killed the player.

When you set "number" to a negative integer, you'll create the end of a deathspree. It has no use setting the tk, sk and wk (ieds then, because a deathspree will never be ended that way.

Note: [v] will be replaced by the victim who was killed by the player when a deathspree has ended.



A [kill] block has the following fields:

```
[kill]
number      = 2
message     = ^5Double Kill!
position    = chat
display     = player
sound       = sound/misc/doublekill.wav
play        = player
```

The "number" determines the amount of kills needed for "message" to be shown and "sound" to be played. After "position" you can add the location where the "messages" should be displayed. This can be chat, cpm (popup), cp (center), bp (banner) or print (console). "Display" can have the values "all" or "player". "All" means the "message" is broadcasted to all players on the server, and "player" means just to the player who makes the multikill. "Play" can have the same values as "display" and the extra value "envi". This value means the "sound" will only be heard by players in the environment of the player who makes the multikill.

"Number" has to have a value. When two blocks have the same number, they both get executed at the same time. All other fields are optional ("position", "display" and "play" use default values then). **[n]** in the "message" will be replaced by the name of the player.

The time between two kills can be changed by changing [g\\_multikillTime](#).

A [banner] block has the following fields:

```
[banner]
message     = ^1Check out our banner!
wait        = 30
position    = bp
```

The "message" is the actual message that is displayed to all the players on the server. The "wait" field determines when the **next** banner will be displayed. Setting this to 30 means the next banner will show up 30 seconds after this banner. Setting the wait to 0 means the next banner will be displayed at the same moment as this one. This in combination with the "position" field that determines the position of the banner, allows the same text to be displayed at one time at multiple positions. "position" can have the values chat, cpm (popup), cp (center), bp (banner) or print (console).

These are the limits on the settings file:

Maximum number of speers:	31
Maximum number of ends:	31
Maximum number of kills:	15
Maximum number of banners:	31
Maximum length of a banner:	255 characters

## General Changes

- stats are not reset when a player changes teams
- incorporated many of bani and rain's etpro weapon fixes that were [published in the etpro forum](#).
- used bani's self-headshot when prone fix [published in the etpro forum](#).
- used bani's oversize server command fix [published in the etpro forum](#).
- you can no longer steal a uniform from a corpse that has sunk into the world.
- On limited lives servers running dual objective maps, people that join after the timelimit runs out no longer get unlimited lives.
- XP shuffle now sorts players by the rate at which they have been gaining XP instead of the total amount of XP they have.
- ref commands work in the server console.
- shooting breakables (like windows) doesn't count for 'hits' anymore, but shooting wounded players now does.
- players are no longer allowed to pick up weapons if they wouldn't be allowed to switch to that weapon in the limbo menu. (e.g. heavy weapon restrictions or the team\_maxWEAPON cvars).
- if the time has run out on a dual objective map on a limited lives server, the round will now end if one team runs out of lives even if the objective hasn't been completed.
- On limited lives servers running dual objective maps, landmines can be diffused after the time runs out.
- [hitboxes](#) are more accurate for several player states. (see [g\\_hitboxes](#))
- if a match is paused and nobody unpases it, it will start back up again after match\_timeoutlength seconds.
- on non-limited lives servers, players will no longer have a skull next to their name after they switch teams.
- teams are no longer locked when the warmup countdown starts.
- added cp, cpmsay, cpm, chatclient, m, and priv console commands.
- akimbo weapons can be reloaded if only one shot has been fired.
- when wounded, viewlock should no longer lock on to non-medic teammates.
- when following a teammate, you stop following them if they switch to the other team.
- merged Chruker's bug fixes ([Project: Bug Fix](#))
- ignore and unignore client commands will now accept slot number or partial name match.
- vsay\* commands recognize the ignore list
- clients are notified when you add/remove them from your ignore list
- when ignoring another client their messages will be visible in the console (~), but not chat.
- voting for Competition Settings (/callvote comp) makes the server try to "exec default\_comp.cfg" instead of loading the built-in competition settings.
- voting for Public Settings (/callvote pub) makes the server try to "exec default\_pub.cfg" instead of loading the built-in pub settings.
- voting for Next Map (/callvote nextmap) now loads the next map in the campaign instead of loading the next campaign.
- added vote\_allow\_maprestart cvar to control the existing maprestart vote. etmain client will still show the button in the menu even if it is disabled though.
- added [Custom Obituaries](#).